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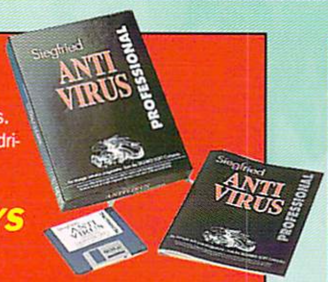
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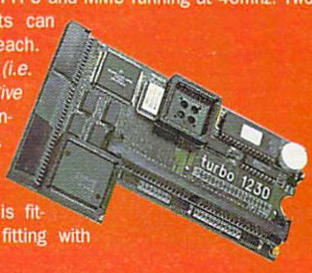
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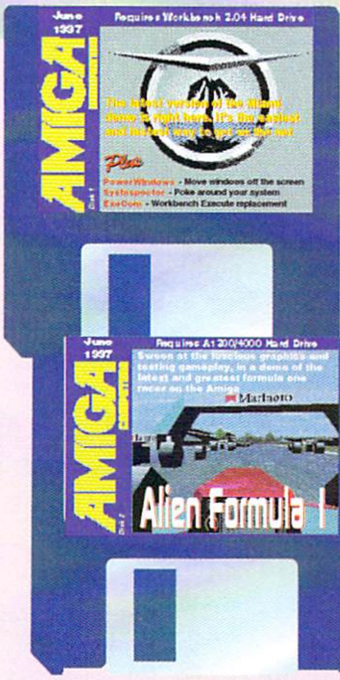
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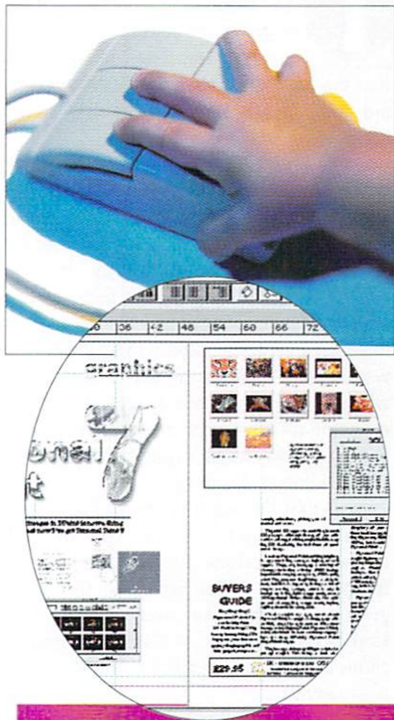



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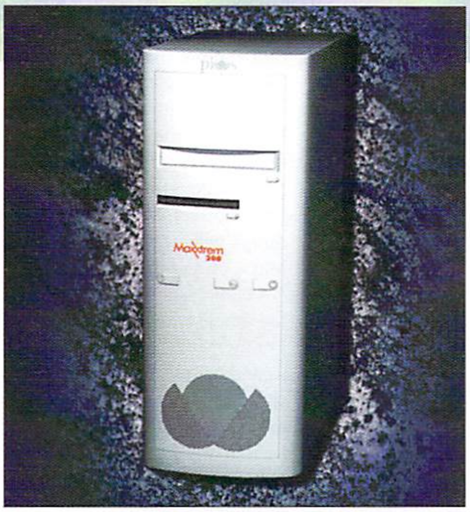
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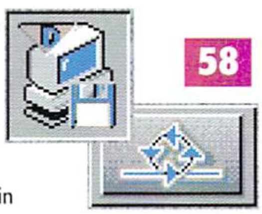
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# AMIGA GUIDE





# BACK ISSUES

**Missed out on an issue of Amiga Computing?** **Turn to page 42**



amiga comment

# Chapter 4

## a new hope

**The continuing Amiga saga, well, continues. Neil Mohr wonders where this leaves the Amiga.**

If you are scratching your head and wondering what this pillock is going on about, don't worry, the sad Star Wars reference is that the liquidators have finally agreed to a bid and Amiga Technologies has been bought.

Great news I'm sure you'll agree. The fact is, the sale took everyone in the Amiga community completely by surprise. It seemed everyone had resigned themselves to a long drawn out bankruptcy, as happened with Commodore, but then on the March 27 a bid was accepted.

We had all gone home and as the Friday was a bank holiday, the first I heard was when I was testing out an IRC client and everyone on the Amiga channel was talking about Gateway 2000 buying the Amiga.

Did I forget to mention that? The odd thing is that the buyer is one of the largest PC manufacturers in the US, in fact Gateway is a fortune 500 company, with a turnover of $5 billion last year. The other great thing is they like cows - due to some kind of bovine fetish, all Gateway products come in cow coloured boxes, well we like them anyway.

It seems the initial response from all of you has been very good, and who can blame you? Such a large company with so much financial backing can only be a good thing. The move has baffled some of the other PC companies - Dell says it thought the purchase was just a publicity stunt to heighten awareness of Gateway in Europe. Somehow, I don't think so. If all Gateway wanted was publicity, I'm sure there are much more effective and less expensive ways of going about it.

Another rumour doing the rounds in the PC world is that the American IRS has been on Gateway's back, baying for blood. The rumour goes that the IRS thinks Gateway has not paid enough taxes and buying the Amiga will entitle Gateway to tax relief, letting it off the hook.

I would like to think Gateway has bought the Amiga with the best possible intentions. I hope it sees a technology worth investing in and developing. I would imagine, in the short term, there are markets out there that the current range of Amigas can exploit thereby funding the Amiga company and in the long run, work on the new generation of PowerPC Amigas can finally begin.

The few press releases and statements that have come from Gateway so far have all pointed to this being its motivation - whatever the real reason, time will tell. The first thing I will be looking for is some sort of real investment at Amiga Technologies in staff.

As usual when the Amiga gets involved, events have suddenly taken a further turn. The latest news is that Compaq has become very interested in purchasing Gateway, causing Gateway's share price to soar. Currently Compaq is sitting on $3.5 billion and a 'small' company would fit nicely in their back pocket.

So even though Amiga has been bought, the situation is still not clear cut. Keep tuned to Amiga Computing and you will be assured of the latest news each and every month, dodgy Star Wars references and all.

AC

Neil Mohr

**Neil Mohr**
*Editor*

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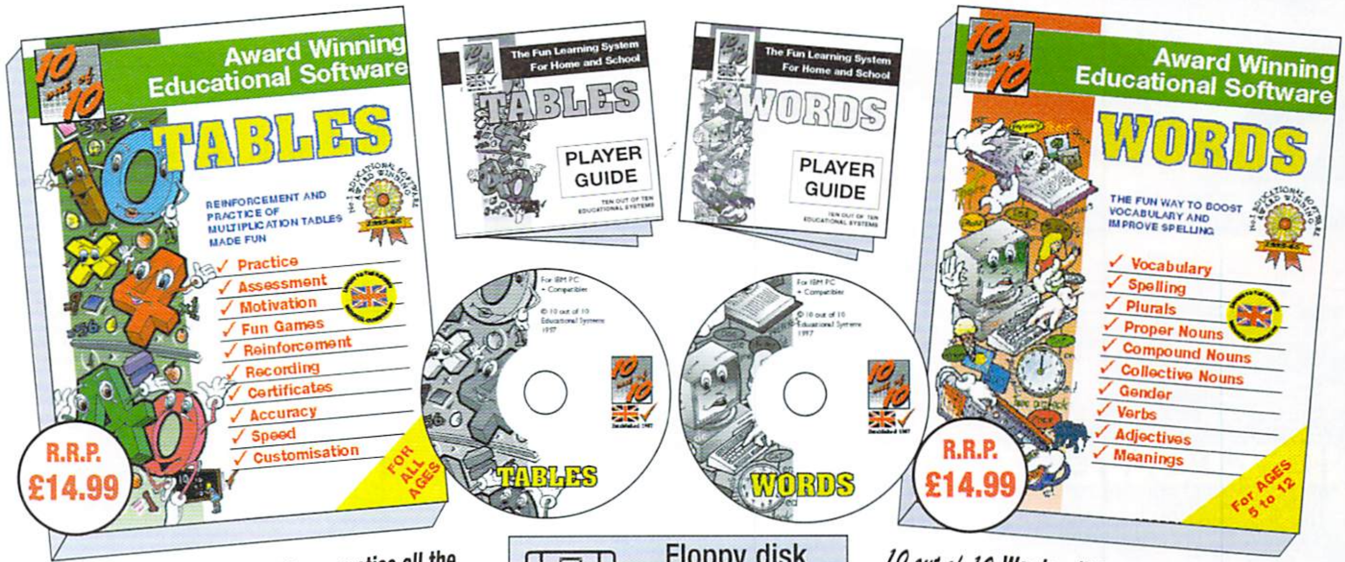
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# news

By Hugh Poynton

# GATEWAY 2000 BUYS AMIGA TECHNOLOGIES

After months of waiting, speculation and rumour, Amiga Technologies has finally been purchased. On March 27, Gateway 2000 Inc, an American PC manufacturer, announced that it had applied to acquire the assets of Amiga Technologies GmbH. Four days later, Gateway's offer was accepted by a bankruptcy court in Germany.

The news was greeted with a mixture of surprise, confusion and general approval by the industry and Amiga enthusiasts alike.

Although Gateway has revealed little about its long term plans for the Amiga, a few facts are known.

Amiga Technologies will be renamed Amiga International and operated as a separate business unit, developing new products for the Amiga market.



Petro Tyschtschenko, the current President of Amiga Technologies, will stay on in his present position. According to Tyschtschenko, the company will initially aim to restart production of the A1200 and make it available through conventional retail outlets such as computer shops and department stores rather than relying solely on mail order schemes. It appears that an A1200 could be available in the shops for about 698 DM ($400 Dollars or £250) or about £360 with hard drive.

However, in the long term, the motive behind Gateway's bid remains something of a mystery. There is speculation that the purchase will be used to help Amiga bridge out into the US (where sales have traditionally been much lower than in Europe) and boost Gateway's position and reputation in Europe where it has yet to establish itself as a household name.

Another more exciting possibility is the possibility that Gateway wants to use Amiga to help it develop and refine new technologies. Gateway has recently been experimenting in the multimedia market with its Destination big screen PC and looks interested in expanding its knowledge in this field.

Amiga Technologies was one of the first pioneers of multimedia and would be an obvious choice for a company interested in developing new technolo

Although not too well known in Europe, Gateway 2000 is one of America's Fortune 500 companies

QuikPak welcomed the successful Gateway bid

gies. Although Tyschtschenko has denied that Gateway plans to utilise Amiga technology for set top boxes, the traditional strength of the Amiga is that it allows for high performance on modest hardware so the know-how and intellectual property of Amiga might be a very valuable investment for Gateway. It isn't too far fetched to suggest that Gateway could be interested in developing inexpensive, low-end multimedia machines.

Reaction on the Amiga newsgroups has been overwhelmingly positive. An Amiga Web Directory DejaNews search of current newsgroup messages has indicated that reaction to the announcement has been about 98 per cent positive. Even QuikPak, who made an unsuccessful bid for the company in February, welcomed Gateway's purchase.

A press release posted onto the Internet shortly after Gateway's successful bid congratulated the company on the purchase and stated that, *"The Gateway purchase may represent an excellent opportunity to breath new life into the Amiga platform. We've maintained all along that we believe in the future of the Amiga and we stand by our statements...We look forward to working with you, the user, and all our other partners in making the Amiga's future as bright as possible. We look forward to working with the newest player in the Amiga field, Gateway 2000."*

Gateway is certainly in a very good position to revive the fortunes of the Amiga. Founded in 1985, Gateway 2000 Inc. is a Fortune 500 company (one of the top 500 companies on the DOW Jones index) and a global leader in the direct marketing of PCs. Employing over 9,700 people in the US, Ireland and Malaysia, the company last year shipped 1.9 million systems and reported a net income of $250 million.

## AMIGA FOUNDATION NETWORK UP AND RUNNING

In the March issue of Amiga Computing, we included an article about the Amiga Foundation Network, an ambitious project established by Jon Lennart Berg to collect as much information on the Amiga as possible.

Since then, Jon has contacted Amiga Computing with further details of how the project is progressing. He has apparently received well over 200 e-mails and letters in response to the article and is ready to outline the immediate future for the Foundation.

The Amiga Foundation Network should be finished soon with downloadable versions of Quake for the Amiga and Warcraft 2. Although much work remains to be done, a preliminary page is already up and running at http://home.sol.no/jonlb/index.html. In addition to this, AFN will be at 'The Gathering' in Norway at Easter. Jon also informs us that there is no longer a registration fee to join the Foundation.

Jon has polled members of AFN about the hardware set up of their Amigas and found that the average set up appears to be:

| | |
|---|---|
| CPU | 68030 + FPU +MMu / 50MHz. |
| Ram | 4Mb fast RAM , 6Mb in total. |
| HD | 450 Mb hard drive. |
| CD-Rom: | 50 per cent have them and 50 per cent are going to buy. |
| Monitor: | 1024 is still dominant. |
| Gfxcard | 10 per cent of AFN members have graphics cards, most of them being A4000 or A1200 with tower solutions. |

Virtual memory is apparently *"...the biggest thing yet! They are all using Vmm wherever we go!"* The survey doesn't take A500/600 users into account because these machines are not capable of upgrading to current standards.

Anybody requiring further information should contact Jon at: jonlb@online.no

## ISTAR KNOWLEDGE SYSTEM

Istar, a new Knowledge Based System for the Amiga, has just been released on Aminet. Knowledge Based Systems (KBS) are programmes designed to present information in a form that makes it easier to understand, process and collate. As Dr. Andrew Basden from the Information Technology Institute, University of Salford, explains:

*"Istar allows you to draw your knowledge base as a box and arrows diagram and then immediately run it as an inference net. This means you can encapsulate human expert knowledge to create an intelligent advisory system. When the user presses the 'InferGoals' button it will ask a sequence of questions in order to arrive at a conclusion. Its backward chaining algorithm ensures it will only ask the user relevant questions and suppress irrelevant ones dynamically. Its forward chaining algorithm ensures any information entered will be propagated automatically throughout the knowledge base."*

The Istar system is designed to clarify data that can often be complicated and difficult to assess. In decision support mode it will fulfil tasks such as calculating whether the shares of a company are worth buying.

Istar's creators claim that, because of its inference mechanism, Istar is faster on a standard A1200 than it would be on many Pentium systems. This is due to its careful internal design and the fact that the kernel routines are written in assembler.

Istar is available from Aminet. Version 1.06 can be found in dev/misc/Istar.lha. Version 1.05 can be found in biz/misc/Istar.lha. It is also available for downloading from the INCA Web page: http://www.salford.ac.yk/iti/projects/inca/.

For more information mail Istar@basden.demon.co.uk.

## COPENHAGEN SHOW

Danish computer buffs are organising a week long party in Copenhagen. Although not exclusively Amigaphile, the Danish group, DGC, aims to attract a large body of Amiga fans to the show.

The show will include a PC/Amiga network involving 600 cable links. The organisers plan to provide a Valhalla room for networked games, an adventure room where new technology is demonstrated and a non-alcoholic bar.

A number of competitions will be held at the show including a sponsor demo, wild demo, 3D demo, 4 channel tracker demo, multichannel and GFX competitions on both the PC and Amiga. DGC plans to charge a fee of £35 for entrance and accommodation for the week, all you need to do is get there.

For more details contact:
DGC
Munktoftevej 16,
2610 Roedovre, Denmark
Telephone: +45 44 92 93 77

## WHAT DO THEY REALLY THINK?

Reactions to new of the take over have been positive across the board among enthusiasts and users alike.

Intangible Assets, the Amiga retailer established by former Commodore Software Engineer Dale L. Larson, has greeted the purchase of the Amiga with enthusiasm. Mr. Larson released the following statement on March 27, the day the purchase was announced:

*"I'm thrilled Amiga Technologies has finally been purchased, more so that it has been bought by a company with such tremendous resources, visionary management and customer-service orientation. From its statement that it 'will work to develop new products for the Amiga market,' we conclude the Amiga has a bright future ahead of it. I trust that this will re-invigorate the Amiga community and renew interest in our markets. We're looking forward to a surge in sales of our Amiga products in the coming months as a result of this announcement."*

CUGUG and the Amiga Web Directory see the take-over in a similarly positive light: *"CUCUG and The Amiga Web Directory are pleased to see the long wait to find out who the new owners will be is finally over. While it's a little early to judge just what Gateway's long-term plans are for the Amiga, there are a number of very positive things that can be said."*

*"First, Gateway has financial resources and as far as we know, is financially stable. They enjoyed sales of $5.04 billion with a 5 per cent after-tax net income last year, a record for Gateway. Secondly, this is a company - unlike Commodore - not afraid of marketing and advertising computers. Its voluminous print ads that dominate the computer magazines are clever and eye-catching. Its recent television spots are also entertaining and display the company's products in a very positive light. Gateway just may spend a few dollars advertising the Amiga. This alone will be a strong, positive dynamic in the Amiga market."*

## ALMATHERA CLOSURE

Ironically, in such a positive upbeat month for the Amiga, Almathera Systems Ltd. has had to cease trading, due to cash flow problems caused by non-payment from VisCorp.

The company had been battling to survive after the closure of Commodore three years ago, but was forced to announce its closure in March. Almethera had been contracted to work on VisCorp's set top boxes project. Although the company dedicated months to developing a core component for the set top box operating environment, VisCorp was unable to pay Almathera for the work completed and the company was unable to recover from the losses.

In a statement released on the Amiga Web Directory, Almathera's management thanked the Amiga Community for its support saying: *"In the six and a half years that Almathera has been trading we have made many friends among the Amiga community and wish everyone that dealt with Almathera at any time all the best for the future."*

# news snippets

## WEB TV DEAL!

*Software giant Microsoft has purchased the privately held WebTV Networks Inc. in a deal estimated to be worth $450 million.*

*WebTV, based in Palo Alto, California was founded in 1995 to develop technologies and guidelines for manufacturers to create set top boxes which would allow Internet access via television. WebTV networks licences its designs for set top boxes to Philips Consumer Electronics Co. and Sony Corp.*

*Essentially, the acquisition will allow Microsoft an unrivalled ability to influence the development of the set top box. In a statement, chairman and chief executive of Microsoft, Bill Gates said that, "This partnership with WebTV underscores our strategy of delivering consumers the benefits of the Internet together with emerging forms of digital broadcasting."*

*The acquisition coincides with Microsofts recent announcement that future versions of Windows and Windows NT would include software that allowed the computer used to view traditional television programmes, Internet broadcasts and revolutionary new services such as personalised news delivery on their computers.*

## PAGE MONSTER 1.0

*American developers CultureShock Multimedia have released Pagemonster 1.0, a user friendly web page generation tool for the Amiga.*

*Pagemonster is designed so that people with no previous knowledge of HTML can create pages using the tool. The point and click interface and digitized voice narration also cater to those might otherwise be intimidated by the prospect of creating web pages on the Amiga.*

*Pagemonster will require a pretty good system setup. To run it you will need, Amiga OS 3.0 or greater, at least 6 Megs of Ram, AmigaVision Player and Runtime libraries, the Append command and 8 megs of Harddrive space*

*CultureShock Multimedia are making Pagemonster 1.0 available for $49.95 if it is purchased before July 1997. After this time the price will be set at $69.95. If you are interested in Pagemonster contact CultureShock at:*

*CultureShock Multimedia*
*2319 North 45th street*
*Suite 296*
*Seattle,*
*Washington 98103*
*or cshock@serv.net.*

## PIOS




This year's CeBIT show will see the unveiling of the first PowerPC to meet the conditions of the Common Hardware Reference Platform (CHRP) standard. This is a standard that guarantees all CHRP computers can use any other CHRP compatible operating systems or hardware.

The PIOS Maxxtrem 200 is powered by a 200 MHz PPC 603 processor and can be easily upgraded. The Maxxtrem is already prepared for new PowerPC generations so that the machine can grow with the demands of the user.

In addition, PIOS states that, *"...the Maxxtrem can be operated with several processors. Halfway through the year, PIOS will have finished the first multiprocessor cards with the two and four PowerPC CPUs. In view of the coming enormous development of RISC technology, a performance of 4 x 300 MHz or more will be possible!"*

The PIOS Maxxtrem will come as standard with E-IDE hard disk drive, CD-Rom drive, 1.44 floppy drive, keyboard and mouse, as well as Mac OS and BeOS. For more details contact PIOS Computer AG on: (49) 5121 75 33 0

## GASTEINER WORLD OF AMIGA

More details have emerged about the Gasteiner World of Amiga Show. The biggest names in the Amiga world have signed up for the show including Active Software, Digita, Golden Image, Hi Soft ICPUG, PD Soft, Sadeness, Siren, Wizard Developments, Blittersoft, Epic, Guildhall, HiQ, Nova Design, Power Computing, Scala UK and SNAP Computer Supplies.

A highlight of the show will be the appearance of the first new Amiga to be produced in several years, the Power Amiga 7000 from Direct Software. It will be the most powerful Amiga ever and should beat any PC under £3,000. The Power Amiga will be demonstrated and Direct Software will be taking orders for the machine at the show.

Not to be outdone, PIOS will be exhibiting the transAm and Maxxtrem. The transAm is described by PIOS as *"the home computer of the future, the Amiga of the next generation, faster than the Amiga world knew before."*

The show takes place at the Novotel Exhibition Centre, Hammersmith, London, on Saturday 17 and Sunday 18 May. Tickets cost £8 for adults and £6 for children. For advance booking call the advance booking hotline on 01369 707766.

## AMIGA DEVELOPER NETWORK LUANCHED

On the other side of the Atlantic, The North Alabama Society of Amiga Users has announced the launch of its new Amiga Developer Network Web site at http://www.amiga.org/developer. The site is dedicated to the further development of the Amiga platform and will include discussion bases, technical specifications and developer contact information.

For more information on the North Alabama Society of Amiga Users contact:
Wayne Hunt
North Alabama Society of Amiga Users - http://www.amiga.org/nasau/about.html
World-Wide Amiga Online - http://www.amiga.org
Amiga Developer Network - http://www.amiga.org/developer

## Amiga Mice

Replacement Mice ........................ £6.95
MegaMouse 400 ........................ £9.95
MegaMouse Plus (3 Button) ......... £10.95
Optical Mouse ........................ £29.95
New Golden Image TrackBall............ £19.95
Pen Mouse ......... £12.95 (ideal for CAD)




## Ram Boards

**RAM CARDS A1200**

A1200 with clock and 4Mb ............ £49.00
A1200 with clock and 8Mb ............ £65.00
A1200 with clock, 8Mb & 33Mhz FPU .. £80.00
33Mhz FPU inc. crystal.................. £15.00

**RAM CARDS A500/500+ & A600**

A500 512K w/o clock ............... £20.00
A500+ 1Mb w/o clock ............... £20.00
A600 1Mb w/o clock ............... £20.00
A600 1Mb with clock ............... £30.00

## Controllers

AlfaPower Hard Drive controller A500 ... £99
AT-Bus Hard Drive controller A2000 ...... £99
Oktagon 2008 SCSI controller .............. £99
Multiface III ........................................ £79
PCMCIA Controller for CDRom for A1200 £69

## Spider

**NEW MULTI I/O CARD**

**FOR AMIGA 1500/2000/4000**

Active 8 port high speed serial card. Multiboard Support 57600 Baud rate on all channels simultaneously. ...................... **£299**

## New AlfaQuatro Interface

Specially made hardware and software. Allows 4 ATAPI devices, ie, 2 IDE hard disk & 2 IDE CD Rom to Amiga 4000 internal IDE controller, through Alfapower on Amiga 500/500+ and possibly Amiga 1200, comes with full IDE Fix software .................. **£59**

## Joysticks & Joypads

Amiga Joysticks ................................ **£9.95**
Amiga Joypads................................... **£9.95**
CD32 Joypad ................................... £14.00

## Speakers

Multi Media Speakers 100 watt (pmpo) ................................ £30.00
Multi Media Speakers 240 watt (pmpo) ................................ £45.00
Multi Media Speakers 300 watt (pmpo)* ........................... £59.95

** 3D surround sound*




*92% AUI*

# Winner of Gold Format Award in Amiga Format February 1997

## Best pricing on CD ROM Drives & Hard Drives.

**We can supply CD ROM solutions for ALL Amigas from A500 to A4000. We will match any genuine advertised price and also give four top titles free: Nick Faldo's Championship Golf; Syndicate; Pinball Fantasies & The Chaos Engine on top where we have to price match any product.**

All our External IDE CD ROM Drives have built in power supplies (they do not draw power from your Amiga)

Three different options to connect CD ROM drives to A600 or A1200

a) Use PCMCIA port for total external solution without opening up your Amiga. You can Hot plug this device without harming your Amiga.

b) Use Internal IDE port with AlfaDuo if you have 2.5" Hard Drive (will be with full IDEFIX software).

c) Use Internal IDE port with AlfaQuatro interface if you have 3.5" Hard Drive (will be with full IDEFIX software).

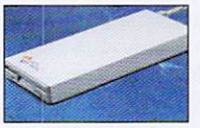



All CD ROM drives have play CD facility. Audio connection at front as well as at the back. Metal casing.

| | External A600/A1200 | Internal A1500/A2000 | External* A500/A500+ | Internal A4000 |
|---|---|---|---|---|
| Quad speed CD ROM for | £149.00 | £119.00 | £129.00 | £109.00 |
| Six speed CD ROM for | £159.00 | £129.00 | £139.00 | £119.00 |
| 4x4 Disk Changer | £159.00 | £129.00 | £139.00 | £119.00 |
| Eight speed CD ROM for | £169.00 | £139.00 | £149.00 | £129.00 |

*(for A500/A500+ Alfapower hard drive controller and Hard Drive is required). A1500/A2000 supplied with IDE controller & software. A4000 supplied with AlfaQuatro interface & Full IDE Fix software.

## Floppy Drives



External Floppy Drive for all Amigas...... £39.95
Internal Floppy Drive A500/500+ ...... £35.00
Internal Floppy Drive A600/1200+ ... £35.00
A-Grade Double Density box of 50 disks ...... £13.00
*including colourful labels*

## IDE Hard Drives

**HARD DRIVES + AT-BUS CONTROLLER FOR AMIGA 500(+)/A1500/A2000/A3000/A4000**

**AT-Bus hard drive controller ............ £99.00**
Alfapower hard drive controller ......... £99.00
Alfapower-640 640Mb hard drive ......... £199.00
Alfapower-1.2G 1.2Gig hard drive ......... £259.00
*Other sizes please ring*




## IDE 2.5" Hard Drives

IDE 2.5" Hard drives come formatted and installed with Workbench. Cable, screws, software and instructions supplied. *(please ring for availability)*

| | | | |
|---|---|---|---|
| 80Mb | £69.00 | 340Mb | £109.00 |
| 120Mb | £70.00 | 420Mb | £119.00 |
| ★170Mb | £79.00★ | 540Mb | £129.00 |
| 250Mb | £89.00 | | |

## IDE 3.5" Hard Drives

IDE 3.5" Hard drives come formatted and installed with Workbench. Cable, screws, software and instructions supplied. *(please ring for availability)*

| | | | |
|---|---|---|---|
| 640Mb | £99.00 | 1.7GIG | £179.00 |
| 720Mb | £110.00 | 2.1GIG | £219.00 |
| 840Mb | £125.00 | 2.5GIG | £239.00 |
| 1.0GIG | £149.00 | 3.2GIG | £Call |
| ★1.2GIG | £159.00★ | 3.8GIG | £Call |

## Memory

4Mb Simms......... £20.00 16Mb Simms ... £75.00
8Mb Simms......... £35.00 32Mb Simms... £160.00

## Scanners

800 dpi ........................................ £69.00
800 dpi with full OCR (last few so hurry) ... £79.00
400dpi with Migraphs acclaimed Touch-Up, Merge-it and full OCR ........... £99.00

## Miscellaneous Products

44pin 3 connector cable ......................... £10.00
44pin 2 connector cable ......................... £5.00
40pin 3 connector cable 90cm ............... £10.00
AlfaDuo 44pin to 40pin Interface & IDE cables... £20.00
AlfaQuatro 3x40pin interface & IDE cables ........... £39.95
DD floppy disks (50) *including multicoloured disk labels* ............ £13.00
DD floppy disks (100) *including multicoloured disk labels* ............ £25.00
3.5" Hard Drive Kit for A600/1200 *+ Install software* ............ £15.00
Diskbox to hold 10 discs ......................... £2.00
Animal Jungle design and Dinosaur design ... £5.00
Optical Mouse Mat ................................. £5.00
2 in 1 Scanner/Mouse Pad *Can be used as a memo pad* ............ £5.00
Contoured Wrist Pad................................ £3.00
Plain Wristrest ...................................... £2.00

**CD Cleaners - 1/2 price**

CD Rom Cleaner ..................................... £3.00
Automatic CD Rom Cleaner *(battery powered)* ... £10.00
Laser Lens Cleaner ................................. £4.50

## Accelerator Boards

1230 33Mhz + 4Mb .................... £135.00
1230 33Mhz + 8Mb .................... £145.00
1230 33Mhz + 16Mb.................... £175.00
1230 50Mhz + 4Mb .................... £179.00
1230 50Mhz + 8Mb .................... £189.00
1230 50Mhz + 16Mb.................... £219.00

**All prices include VAT. Please add £3.50 P&P for items under £30.00, £5.00 for items over £30.00, £8.00 P&P for Scanners, Speakers & Hard Drives, £10.00 courier for next day. Tax Free Export Orders Welcome.**

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# USA news

by Katherine Nelson

## AMIGA MONITOR

In an attempt to monitor Amiga Web browser usage on the Internet, Amicrawler has released Amiga Browser Watch. This Web page displays the statistics of which types of Amiga browsers visit the amicrawler.com Web site with what frequency. Only publicly available browsers which are running on Amiga computers (i.e. not Netscape running on Shapeshifter) are tallied.

The first week of the analysis determined that the number one Web browser on the Amiga which visited the amicrawler.com Web site was iBrowse. It made up 68.5 per cent of the visitors, AWeb made up a further 16.1 per cent and AmigaVoyager 14.6 per cent.

AmigaMosaic and other, older Web browsers together represented 4 per cent, while ALynx had a 3 per cent share of the users. The particular versions of the browsers which scored the highest were AmigaVoyager v2.10, IBrowse v1.02demo and Amiga-AWeb v2.1. Samples were taken from a total of 23,566 visitors to the amicrawler.com site.

Future planned enhancements to Amiga Browser Watch include weekly or monthly ratings of browser usage, notification of new Web browser versions, as well as further information on the systems accessing the amicrawler site, such as operating system and version number.

The Amiga Browser Watch Web page can be found at http://amicrawler.com/bwatch/.

## COMPTON ON TAPE

Amiga Report Online Magazine and The Vantage Point video production company have joined forces to begin Amiga Legacy Magazine. Amiga Legacy is a visual Amiga magazine on 90 minute VHS tape and is hosted in part by Jason Compton.

It covers general interest items as well as features tutorials, news and reviews. Amiga Legacy is produced entirely on Amiga and Draco computers and will be published five times a year, commencing June 1997. Currently, there are only plans for an NTSC version, but interest will determine whether or not a PAL version will be produced.

It is $14.95US for a single issue, $12.95US per issue for a three issue 1997 subscription and $11.45US per issue for the eight issue 97/98 subscription. Prices do not include shipping, which is $2.05 per issue in the US. Contact Amiga Legacy for international orders. (Illinois residents will also be charged applicable sales tax). Cheques drawn on a US bank, as well as US money orders and cashiers cheques are currently being accepted. Cheques should be made out to Legacy Maker. Credit card orders (VISA/MasterCard) are also being taken.

For more information, visit http://www.xnet.com/~jcompton/legacy.html/, or contact Amiga Legacy at jcompton@xnet.com or at the address below.

## BBS TO GO

Version 7A01 of Citadel 68K Freeware BBS Program has been released by Custom Services. This BBS program, which is also available for the Atari and IBM computers, is 'room'-based, dividing the BBS up into areas according to subject. These rooms are configurable by the sysop. The full Citadel 68K program can be downloaded from a local Aminet mirror from the comm/bbs directory. There is no shareware fee.

## BIG ISSUE

Amiga Informer issue number six is now available. This issue marks the one-year anniversary of the publication, which first started as an eight page newsletter. Some of the featured stories in this issue include Carl Sassenrath's LAVA programming language, an interview with the former employee of Utilities Unlimited and current employee of Microcode Solutions, Jim Drew, and a look at Expansion Systems and its product line. Issues of the Informer remain priced at $1US domestically, and $2US internationally.

## ENFORCER REVAMPED

The new version of Amiga Enforcer, the debugging tool for the Amiga, is available from Intangible Assets Manufacturing. Enforcer V37, which now supports the 68060, can be used to detect references to invalid memory and stray pointers. It also includes the ability to track errors in most code written in C or assembly, including identifying the line at which the problem occurs.

There are a large number of changes and improvements from the previous version of Enforcer, including new in-depth documentation and an MMU dump. The source code to Enforcer V37 can be purchased from IAM.

Questions or comments about Enforcer can be directed to enforcer@iam.com. Letters addressed to the author of Enforcer, Michael Sinz, can be mailed to the IAM corporate address. Further information about Enforcer and the source code is available on http://www.iam.com/amiga/enforcer.html.

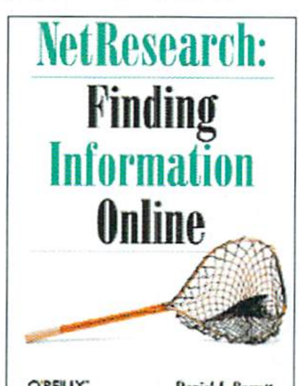
## LEARNING FX

Nova Design, Inc is now offering ImageFX seminars given by its staff to individual users, user groups, dealers and so on. These seminars are held only on weekends and booked on a first come, first serve basis.

The cost for a seminar is $150US plus travel and hotel expenses. This price is the same for individuals and for groups.

Seminars scheduled so far are listed on the Nova Design Web pages (http://www.novadesign.com/), as well as the dates available to be scheduled for future seminars. Nova Design, Inc. can be contacted by voice on 804-282-6528, or by fax on 804-282-3768.

## SEARCH AND FIND




Dan Barrett (of BLAZEMONGER fame) has written a new book entitled 'NetResearch: Finding Information Online', published by O'Reilly & Associates. It is intended to be a research aid to anyone wishing to quickly find anything on the Web. Rather than just listing locations, it details methods for searching. This is in order to compensate for the ever-changing nature of the Web. NetResearch will retail at $24.95 US - ISBN: 1-56592-245-X.

## CONTACT POINT

**Custom Services**
**Email: apreston@k2nesoft.com**

**The Amiga Informer**
**PO Box 21**
**Newburgh, NY 12551-0021**
**Phone: 914-566-4665**
**Email: eldritch@mhv.net**

**Amiga Browser Watch**
**David Tiberio**
**Email: dtiberio@amicrawler.com**
**Web: http://www.amicrawler.com/bwatch/**

**clickBOOM**
**Email: clkboom@ican.net**
**Web: http://home.ican.net/~clkboom/**

**Nova Design, Inc.**
**(Bob Fisher)**
**Voice: 804-282-6528**
**Fax: 804-282-3768**
**Web: http://www.novadesign.com/**

**Michael Sinz**
**Intangible Assets Manufacturing**
**828 Ormond Avenue**
**Drexel Hill, PA 19026-2604**
**USA**
**Orders: 610-853-4406**
**Fax: 610-853-3733**
**Email: enforcer@iam.com**
**Web:**
**http://www.iam.com/amiga/enforcer.html**

**_NetResearch_**
**O'Reilly & Associates**
**Email: dbarrett@ora.com**
**Web: http://www.ora.com**

**Amiga Legacy Magazine**
**c/o Legacy Maker**
**PO Box 60711**
**Chicago, IL 60626**
**USA**
**Phone: 773-465-5158**
**Email: jcompton@xnet.com**
**Web: http://www.xnet.com/~jcompton/legacy.html**

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**Paxtron** is North America's largest wholesale supplier of Amiga replacement and upgrade chips

### REPLACEMENT & UPGRADE CHIPS (Factory New) — PRICE

1.3 ROM O/S ....$12.50
2.04 ROM O/S ....$19.95
2.05 ROM (V37.350) (A500 & A2000) ....$19.95
2.04 ROM A3000 (Set of 2 Rom 0/1) ....$34.50
2.1 Workbench for floppy users (complete O/S without support file) ....$7.95
**3.1 ROM (A500/A2000) ....$39.95**
**3.1 ROM (A3000/A4000) ....$54.95**
3.1 ROM (A1200) ....$54.95
3.1 ROM(s) Software/Manual ....$124.00/$137.50
ROM Switch/Switch-Itt with speaker ....$17.50
3.1 manual only ....$69.95
3.1 Software ....$10.00
3.1 Workbench for floppy users (complete O/S without support file) ....$7.95
A2091 7.0 ROM Upgrade ....$19.95
A2620/30 7.0 ROM Upgrade ....$19.95
8520 CIA ....$11.95
8372A/8375 Agnus with diagnostic disk/guide ....$29.95
**8375-B (2MB) (A3000) 318069-03 ....$25.50**
8375-10 Agnus (318069-10) PAL ....$17.95
8375-18 Agnus (318069-18) 2 meg PAL ....$15.95
Paula (8364) A500/A2000 ....$10.95
Denise (8362) A500/A2000 ....$10.95
Super Denise 8373 w/diagnostic disk ....$19.95
Gary 5719 A500/A2000 ....$10.95
Buster 5721 (A2000) ....$16.95
68000-8MHz CPU (DIP) ....$11.50
68000-16MHz CPU (DIP) ....$22.50
68030-RC50 PGA ....$84.50
MC 68882RC25A PGA New (390434-01) ....$19.95
MC 68882RC20A PGA ....$30.00
MC 68882RC33A PGA ....$37.50
XC 68882RC40A PGA ....$69.95
MC 68030FE25B QFP (390399-05) ....$19.95
MC 68030RC50 PGA ....$69.95
Western Digital SCSI chip rev. 8 ....$24.95
Video Hybrid - (A500 390229-03) ....$9.95
GVP Upgrade Chip Series II ....$24.95

### SURFACE MOUNTED DEVICES (For A1200, A3000, A4000, CD32)

8520 PLCC (391078-02) ....$19.50
Amber (390538-03) ....$24.50
DMAC 4 (390537-04) ....$34.50
Lisa (391227-01) ....$24.50
Ramsey (rev.4) 390544-04 ....$19.95
Ramsey (rev. 7) 390541-07 ....$29.95
Alice 8374 (391010-01) ....$19.95
Gal (XU9) (390123-01)) ....$21.95
Gayle (315107-02) ....$19.95
Budgie (391425-01) ....$33.95
Super Denise (391554-01) ....$29.95
Paula 8364 (391077-01) ....$27.95
Gary (390540-02) ....$32.95
**Super Buster Rev. 11 (390539-11) ....$29.95**
Bridgette (391380-01) ....$29.50
Video DAC (391422-01) ....$19.95
68000CPU (390084-07) ....$13.95
68020-16 (391506-01) ....$18.95

### MOTHERBOARDS (Factory New)

CD32 (no RAM memory) NTSC ....$89.95
CD32 complete with RAM/tested NTSC ....$109.95
CD32 complete with RAM/tested (PAL) ....$89.95
CD32 replacement CD mechanism ....$39.95
A500 (rev. 3) inc all chips ....$39.95
A500 (Rev. 5/6) ....$89.50
A600 ....$124.50
A1200 (NTSC) Limited quantity 3.0 O/S all memory New ....$300.00
A1200 (PAL) Limited quantity 3.0 O/S all memory New ....$300.00
A2000 LATE Rev. 8372/2.05 ....$399.95
A3000 (16MHz) ....$264.50
A3000 (25MHz) ....$294.50
A3000T (Tower) 25MHz ....$389.95
C64 (refurbished, tested all chips) ....$29.95
C64 untested, all chips clearance ....2/$25.00

### AMIGA FLOPPY DRIVES (Factory New)

Amiga "Q-Drive" 1241 CD ROM Drive for the A1200 ....$149.95
High Dens. External floppy for all Amigas ....$114.95
High Density Internal Floppy Drive:
A4000 ....$104.95
A2000 ....$109.50
A500 Internal 880k ....$38.95
**A600/1200 Internal ....$39.95**
A2000 Internal 880k ....$39.95
A3000 Internal 880k ....$39.95
A4000 Internal 880k ....$49.95
CD32 Replacement CD mechanism ....$39.95
1541 (refurbished) ....$33.00
1571 (limited quantity) ....$44.00

### POWER SUPPLIES (Factory New)

A500 ....$38.95
A500/A600/A1200 Big Ft. (200 Watt) Micro R/D ....$79.95
A500 power supply (used) 220 volts Europe ....$19.95
A590 ....$19.95
A1200 110 volts original factory ....$38.95
CD32 Original / Factory (110 volts) ....$21.95
CD32 Original / Factory (220 volts) ....$14.95
CD32 Big Foot (200 Watt) Micro R/D ....$74.50
A2000 110/220V. internal original ....$89.95
A2000 Big Foot (300 Watt) Micro R/D ....$144.50
A3000 internal (110/220 volts) ....$110.00
A3000 Big Foot (250 watts) Micro R/D ....$144.50
A3000 Tower ....$124.00
A4000 internal (110 volts) ....$119.00
A4000 int. 300 Watt Big Foot (exchange) ....$169.95
1084S Phillips Flyback Transformer only ....$29.95
1084-D1 Phillips/Daewoo Flyback only ....$38.50
1084-D2 Daewoo Flyback Transformer only ....$38.50
1084S new Motherboard/Flyback ....$69.95
1084S power supply board (refurbished) ....$29.95
C64 nonrepairable ....$14.95
C64 repairable ....$19.95
C64 5.2 amp Heavy Duty (also 1750 REU) ....$39.95
C65 110 Volt ....$21.95
C128 external 5.2 amps ....$39.95
1541 II/1581 ....$7.50

### KEYBOARDS (Factory New)

A500 (limited quantity) ....$39.95
A600 ....$26.50
C128D (limited quantity) ....$24.95
**A1200 ....$34.95**
A2000 (Amiga Technologies) ....$74.50
A3000 (Amiga Technologies) ....$74.50
A4000 (Amiga Technologies) ....$74.50
A2000 keyboard adapter to A4000 ....$8.95
A4000 keyboard adapter to A2000A/3000 ....$8.95
KB100 adapter to use with IBM keyboards ....$34.95

### ADD ON BOARDS (Factory New)

68020-030 (A4000) ....$67.95
A2058 (0K) (A2000) Expansion board 8K ....$69.95
A501 original Ram Exp. – 512K (A500) ....$17.95
Microway Flickerfixer ....$224.00
Slingshot Pro/pass thru (Micro R/D) ....$37.50
A1050 RAM Expander (A1000) 256K ....$10.95

### APOLLO ACCELERATORS

1230 Lite 25MHz 68030 W/MMU+FPU for A1200 computers $139.95
1230/50MHz 68030 for A1200 computers ....$239.00
1240/25MHz 68040 for A1200 computers ....$369.95
1240/40MHz 68040 for A1200 computers ....$449.95
1260/50MHz 68060 for A1200 computers ....$729.95
1200 SCSI Module for Apollo A1200 accelerators $129.00
2030/25MHz 68030+68882+SCSI-2 for A2000 $299.95
2030/50MHz 68030+68882+SCSI-2 for A2000 $389.95
2040/25MHz 68040+SCSI-2 for A2000 ....$449.00
2040/40MHz 68040+SCSI-2 for A2000 ....$529.00
2060/50MHz 68060+SCSI-2 for A2000 ....$849.95
3060/50MHz 68060+SCSI-2 for A3000 Desktop .$829.95
3040/40MHz 68040+SCSI-2 for A3000 Desktop .$559.95
4040/40MHz 68040+SCSI-2 for A3000T & A4000(T) $559.95
4060/50MHz 68060+SCSI-2 for A3000T & A4000(T) $819.95
Mini Meg 2Mb Chip RAM Board ....$185.00
SX32 ....$279.95

### PHASE 5 ACCELERATORS

Blizzard 1230-IV w/50MHz 68050 ....$254.95
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Complete Service Manuals: A500, A500+, 590, A1000, 1230 printer, 1802, 1902, 1902A, 1934, 2002, 2091, 2300, 2630, CDTV, 1581, C65 ....$19.95
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## Extracting Cover Disk Files

Before putting the cover disks anywhere near your computer, write protect them by moving the black tab in the top corner of the disk, so you can see through the hole. Doing this makes sure you cannot damage your disks in any way. There is also no reason why the cover disks need to be written to, so even if the computer asks you to write enable the disks, don't do it.

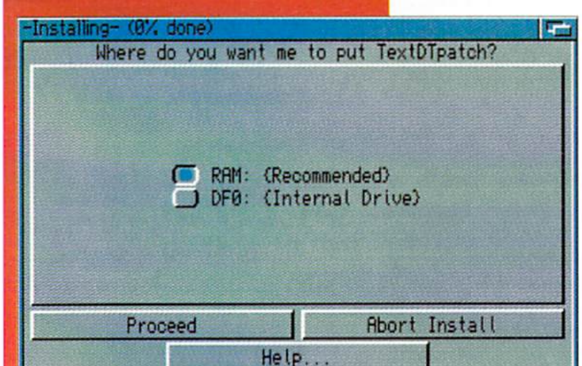
To extract any single archive, simply double click its icon, and follow the on screen instructions. If you want to extract the program to Ram, select the NOVICE level on the welcome screen, and press proceed once on the current screen, and then again on the next. The program can then be found in your Ram disk. Normally most programs need further installing, so read the documents on how to do this.

## Hard Drive Users

Hard drive users do not have to boot with the first disk, but you must make sure you have the Amiga's *Installer* program in your C drawer. To make sure your hard drive has the correct files in place double click on the SetupHD icon. This will check if you have the Installer program and if not will copy it across. Do not worry as it will not write over any existing files.

All you hard drive owners will find MultiExtract very useful. It is a separate method of extracting the cover disk files. It allows you to extract a number of files in one go, to your hard disk or Ram.

When you run MultiExtract, you will be presented with a number of check boxes, each representing one of the programs on that cover disk. Just de-select all the programs you do not want extracting, and then press proceed. All the selected programs can now miraculously be found in the selected destination.




*This is MultiExtract for all you sensible people with hard drives*

## Miami 2.0k

**Author: Nordic Global Inc** Requires Workbench 2.04, Internet Account

One program that has done more to get Amiga owners on the 'Net' than anything else is Miami. At the time, the problem was that the only available software that allowed you to connect to the Internet was AmiTCP and even though it was very competent at what it did, being a port of Unix software, it was an utter bugger to set up.

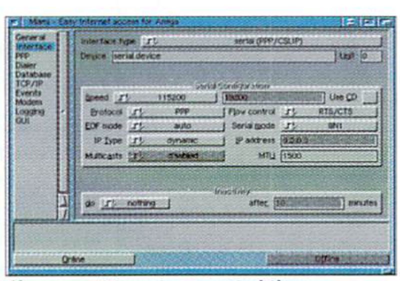
Miami changed all that, providing a single interface through which everything about the Internet connection could be altered. To make setting it up even easier, a second program called MiamiInit takes you step by step through setting up your connection.

### MUI

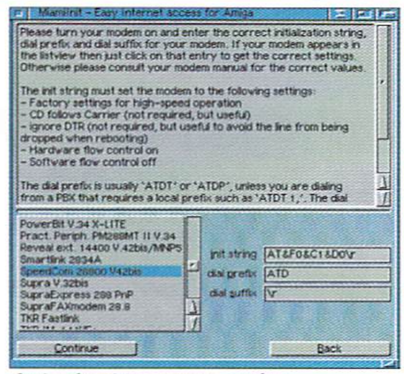
This program requires Magic User Interface v3.3 or higher. An unregistered version of Magic User Interface is freely available from Aminet or any good PD house, without it you will not be able to run any MUI program

For Miami to be of any use, you need a modem and an Internet account. If you are already on the Internet using either AmiTCP, an earlier version of Miami or another TCP/IP stack, then getting Miami up and running is a doddle. Using MiamiInit you will be given a number of choices that set up what serial device you want to use, what sort of modem you have and the type of Internet account you use. If you have a static IP address you should have this on hand.

The final stage is MiamiInit, dialling your account whereupon you enter your user name and password. When MiamiInit finishes it saves



*If you want to get connected there is no easier way than Miami*



*A step by step program, easing connection to your ISP*

off a file called MiamiInit.config that you load into the main Miami program using the Import MiamiInit from the settings menu.

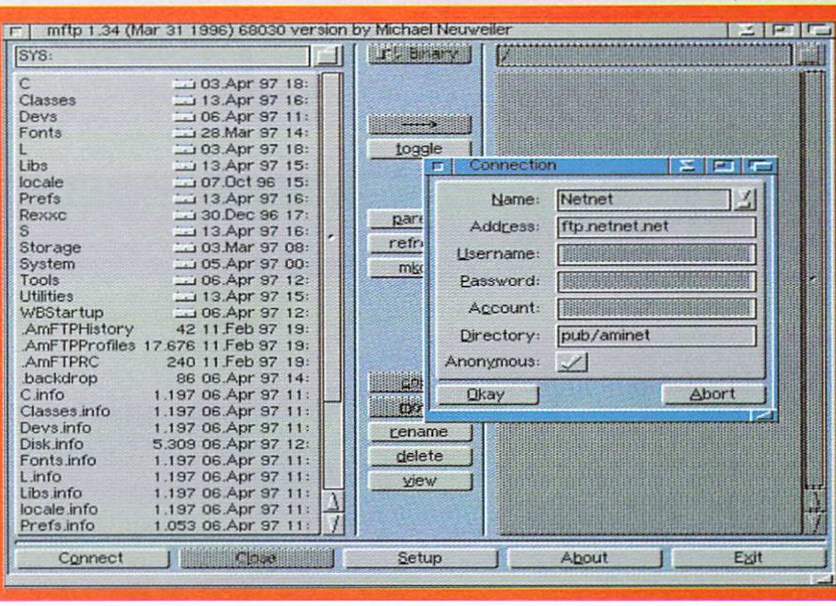
If do not currently have an Internet account, starting off is a little more involved as usually you have to log onto your account using a preset user name and password from your Internet provider. You then have to enter a new password, to stop naughty people getting access to your account.

Typically you would have to use a comms (or terminal) program, such as NComm, Termite or Term to dial up and alter the password. I believe, however, that you can use MiamiInit to do this. You will have to use MiamiInit twice - once to set your password and then again to set up Miami. As this process varies slightly from provider to provider, unfortunately it is impossible to know what you will have to do.

Remember Miami is shareware, so if you need any of the disabled features of Miami, or want to stay connected for more than an hour, you need to register to receive a key file to activate all the extra functions. The easiest way to find out how to register is to use the MiamiRegister program, this has full details of all the ways you can pay for Miami.

# mFTP

**Author: Michael Neuweiler ● Requires Magic User Interface**




**Miami only provides the software that allows your Amiga to communicate across the Internet (send and receive TCP/IP messages) to actually do anything useful, you will need some Internet software.**

**The most basic and useful Internet program is an FTP client. This allows you to log onto other computers around the world and transfer files between your own and other FTP servers. The main use of this is to get programs you can play with on your Amiga. You will mainly use Aminet as this is the main Amiga software site on the Internet. Other sites worth visiting are Vaporware, who produce a bunch of great Internet tools including the Voyager Web browser.**

**Once you are connected to the Internet you type in the FTP site address in the connect window, and then wait for the FTP client to connect. After that you transfer files just like a normal file directory.**

***Once you are on-line select connect and type in the FTP address of the site you want to go to and use mFTP like a directory manager***

# FTP SITES

**Aminet sites**
ftp.netnet.net
ftp.grolier.fr
ftp.wustle.com

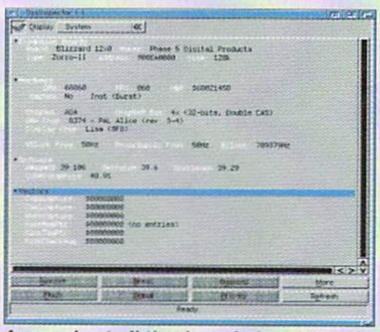
**WWW sites**
http://www.omnipresence.com/ibrowse/Support.html - iBrowse

http://www.idg.co.uk/amigacomp/ - US
http://www/cucug.org/amiga.html - Web Directory
http://www.yahoo.com/ - Yahoo Search
http://www.amiga.de/ - Amiga International

# SysInspector

**Author: Eric Sauvageau**
Requires ClassAct

It is not very often that we put ClassAct based programs on the cover disk, but as this one was especially nice I could not resist. This, as you may have guessed, provides system information as does ARTM and Xopa, but all from the comfort of a ClassAct front end. Generally this means you have a much nicer interface than your usual Gadtools programs provide.



***Learn about all the deep dark secrets of your Amiga***

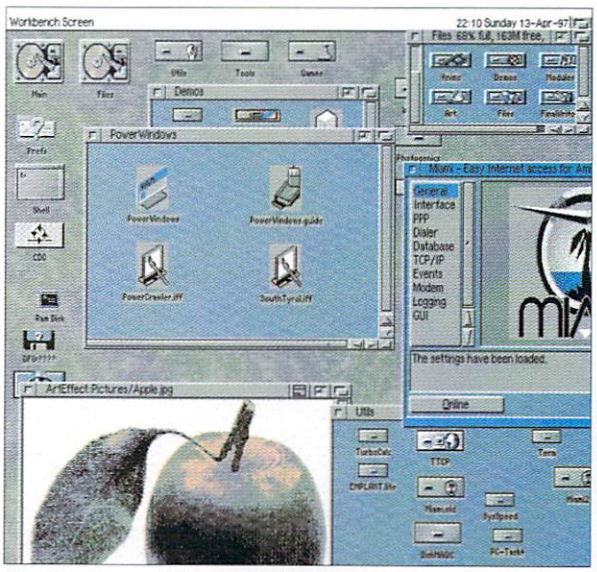
# Power Windows

**Author: Georg Steger**
Requires Workbench 2.04

If you have ever used Windows, MacOS or X Windows you may have thought it would it be good if you could move windows off the side of the screen on your Amiga. Well now you can!

This is a system patch and a little bit of a dodgy one, as Amiga windows and the operating system are not written with these sort of shenanigans in mind. Bung the PowerWindows program in your WBStartup drawer, or double click it, and you can try it out by dragging a window off to the bottom right of the screen.

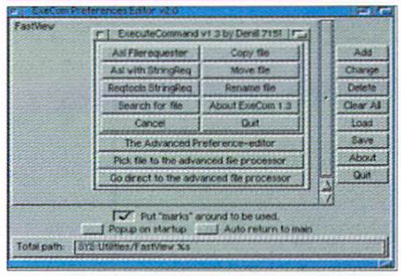
Before you go off and write you very important essay or document, check that power windows will not end up crashing your system. Try it out a bit before leaving it permanently on your machine.




***Now there's something you don't see very often on an Amiga***

# ExeCon

**Author: Deniil**
Requires Workbench 2.04




***Launching programs has never been so easy***

Workbench provides you with an execute command, press right Amiga and e and a little text requester appears into which you can type a command. The thing is, don't you find that you only ever use the same few commands and if you need to use a long file path, why do you have to type the whole damn thing out? Why can't you use a file requester, that is what the damn things are there for?

ExeCon has a number of short cuts available, not only for running regularly used files and programs, but also for selecting files with long path names, using file requesters. The main program simply adds a new entry to the Tools menu and a preference program makes adding to the list of files simple.

# Faulty disks

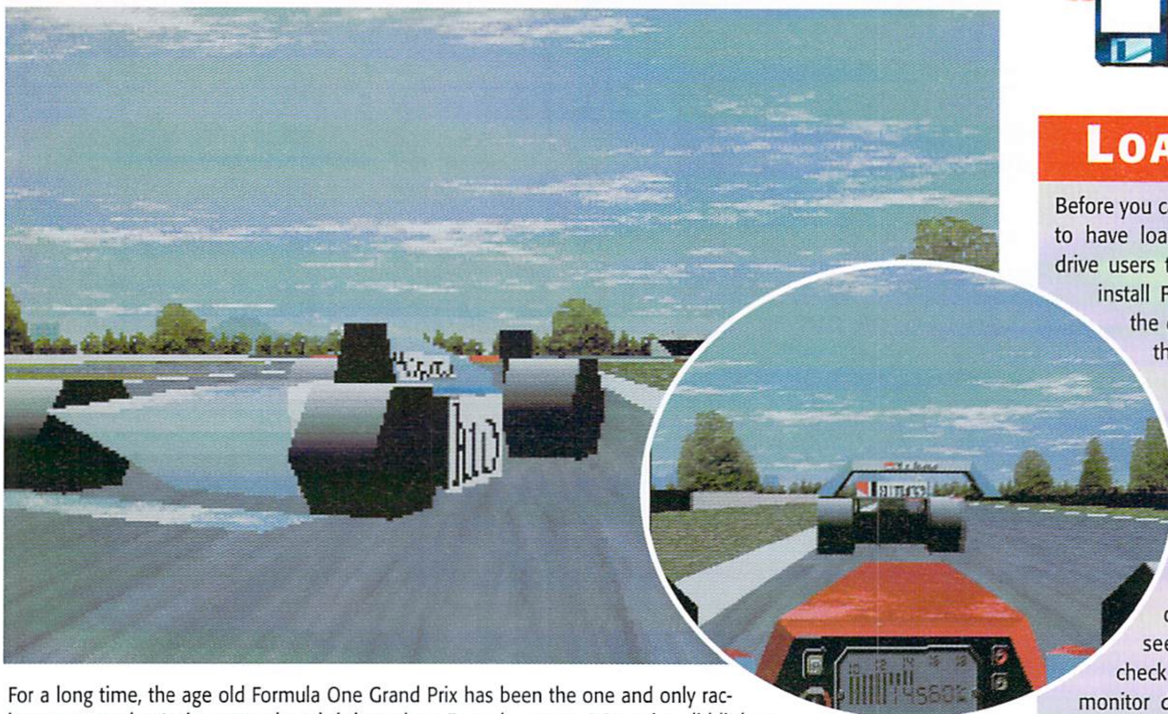
**If you should find your Amiga Computing CoverDisk damaged or faulty, please return it to:**

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**Please allow 28 days for delivery**

# Alien Formula 1

**Author: Paolo Cattani** ● Requires Hard Drive



For a long time, the age old Formula One Grand Prix has been the one and only racing game on the Amiga, even though it is ancient. Even the recent PC version did little to improve on the original, proving how good the gameplay was.

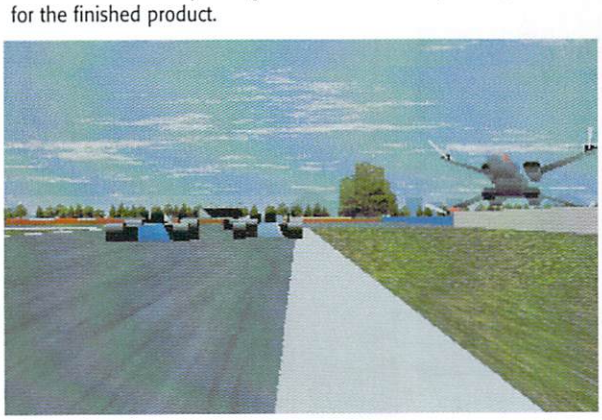
If you are thinking it is about time a challenger was on the scene (particularly as you may have dug out your old copy with the new Grand Prix season well under way. We can all have a good laugh at Damon - ed), wait no longer.

Alien Formula One is a stunningly good-looking racer, and the even better news is that you won't need a 060 to get this running smoothly. Amazingly, an A1200 with fast Ram provides enough oomph to make the game smooth to play, even with everything being texture mapped.

It's not easy, however. Expect to spin off at the first corner on your first few attempts and even then, completing a single lap takes a good number of attempts, even going slow. But as the programmer says why do you think drivers get paid millions of pounds if it is easy?



Control is via the mouse with the right button providing the throttle and the left braking, to change gears use the up and down cursor keys. Steering is a little odd, you have to look in the direction you want to go, though this can be turned off if you do not like it. This is still an early-ish demo but I think you'll agree it shows a lot of promise, can't wait for the finished product.



## Loading F1

Before you can run Formula 1 you need to have loaded Workbench, for hard drive users this is no problem and to install F1 on your drive just drag the drawer to where you want the game and double click the F1 icon.

Floppy users can run Alien Formula 1, but you need to run Workbench before as F1, as best as we can tell, is a little picky about the screen mode it runs on. So if Alien Formula 1 seems not to be running check you have the PAL or NTSC monitor driver in the Devs:Monitor drawer.

## Game Controls

**You control your car with the mouse to steer left and right, the right mouse button is accelerate and the left mouse button is brake. To change gears, use the up and down arrow keys or a joystick in the joystick port.**

**Keys:**

| | |
|---|---|
| F1 | This will disable the VirtuaCockpit™ features. If you own a slow Amiga, this will probably speed up the game a bit |
| F2 | Blocks the driver's head |
| F3 | Frees the cockpit allowing for driver's head movement |
| F4 | Activates the outside view mode |
| F6/F7 | In the Outside View mode, selects the car to follow |
| F8 | Displays some race info (Laps, Lap-Times, Position, etc.) |
| F9 | Displays some more info |
| F10 - Cancel info | |
| ESC | Enter car set up. From here (using a joystick) you can alter the setting of your car. In this demo you can only alter a few of the settings - tyres, shocks, spoilers and the gearbox |
| HELP | Enter Instant Replay mode. The screen will flash slowly in yellow to remind you are seeing the last 40 seconds of the race. Pressing the right cursor will fast forward the replay, while pressing the left cursor key will freeze the current frame, as long as you keep the key pressed |
| DEL | Exit Instant Replay mode |
| R | Restore the car. If you find yourself spinning on the grass, press this |
| Q | Quit the game |
| UP/DOWN | Select Gear |
| M | Enable multi-tasking. Multi-tasking is disabled for default, to gain speed. If you want to re-enable it, press this key |
| N | Disable multi-tasking |

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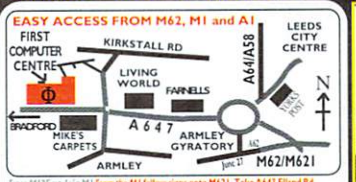
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**Neil Mohr** battles the forces of good and evil and manages to get Siamese RTG up and running

# Charged coupling

So A little over six months ago I took a look at the original Siamese system, and it worked well enough. If you regularly had to share files between your PC and Amiga, it was a handy way of getting around the problem. Not only did you get the rapid SCSI network, but by sharing the keyboard, mouse and monitor, you could also save on desk space.

The basic system consists of a single ISA board into which the monitor outputs of the Amiga and PC are piped, and a third lead that goes to your monitor. Using software on the Amiga and PC side, the Siamese board passes information from the keyboards and mice to each computer, depending on which you are using. So from a single keyboard, mouse and monitor you can have access to two machines simultaneously and can switch between the two via hotkeys or an icon on the Amiga and PC desktops. All this makes for a very comfortable working environment.

When I got that first system, HiQ mentioned it was working on a RTG system that would allow your Amiga screens to be displayed in a Windows 95 window, right there on your PC's desktop. At the time it sounded pretty amazing, particularly when I found out that the RTG works by only using the serial link to update the screen data.

Now I have actually got the chance to try out this RTG, something that really sounds too good to be true, what do I think?

The software is as straightforward to install as the original set. The PC side is transparent as before, with all the setting up done on the Amiga, all you see over the original software is an additional program. Once run (and if both sides are running correctly when you come to selecting a program's screen mode) you will have a selection of new modes to choose from named SiameseRTG. Select one of these and hopefully you will see it appear in a Windows 95 window.

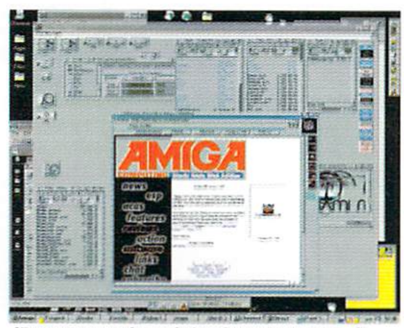
Unfortunately this is where the problems occur as the RTG software is at the mercy of how the Amiga programs write to the screen - this varies wildly from program to program. Take Opus 5.5, this was written specifically with graphic card users in mind and works flawlessly with the Siamese RTG. In fact, I would suggest anyone buying Siamese RTG to also get Opus 5 and use it as a Workbench replacement as it will get rid of many potential problems.

Next along the line are MUI programs. Again MUI has been written with RTG in mind and, on the whole, MUI programs will run on a Siamese RTG screen, usually with a few colour remapping problems, as you can see with iBrowse.

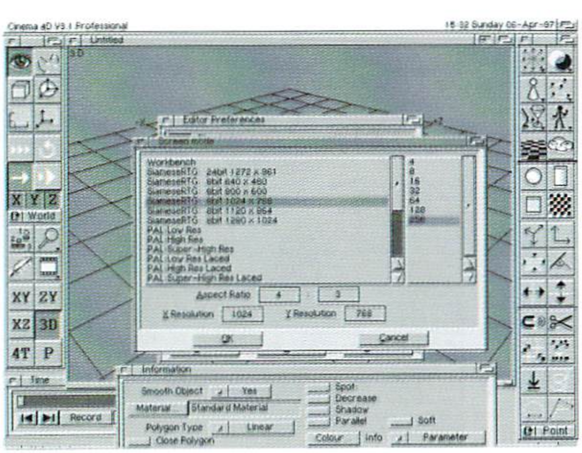
Beyond this, running programs becomes a very hit and miss affair. ArtEffect runs fine but the picture window is not displayed correctly, while other programs will simply crash the PC side of the Siamese system, forcing you to reset both machines. The biggest current problem is that Amiga menus are not correctly rendered, though by using MagicMenu you can get round this problem.

Speed-wise you can see what it is good at - drawing MUI and Gadtool based windows, and what it is bad at - drawing bitmaps such as a Multiview displayed picture. This is all down to the use of the serial connection to update the Window 95 display. Bitmap graphics, such as the images used in a Web browser, have to be transmitted in full across the serial interface and even at 115200 BPS, will take quite a while.

Normally Amigas have a hard time running the serial port at 115200, even acceler-



*iBrowse running of the Opus 5 screen, it worked but was a little too slow to use*



*Look, new screen modes! And guess what? They don't use any of the Amiga's graphics memory whatsoever, 1280 x 1024 here we come*

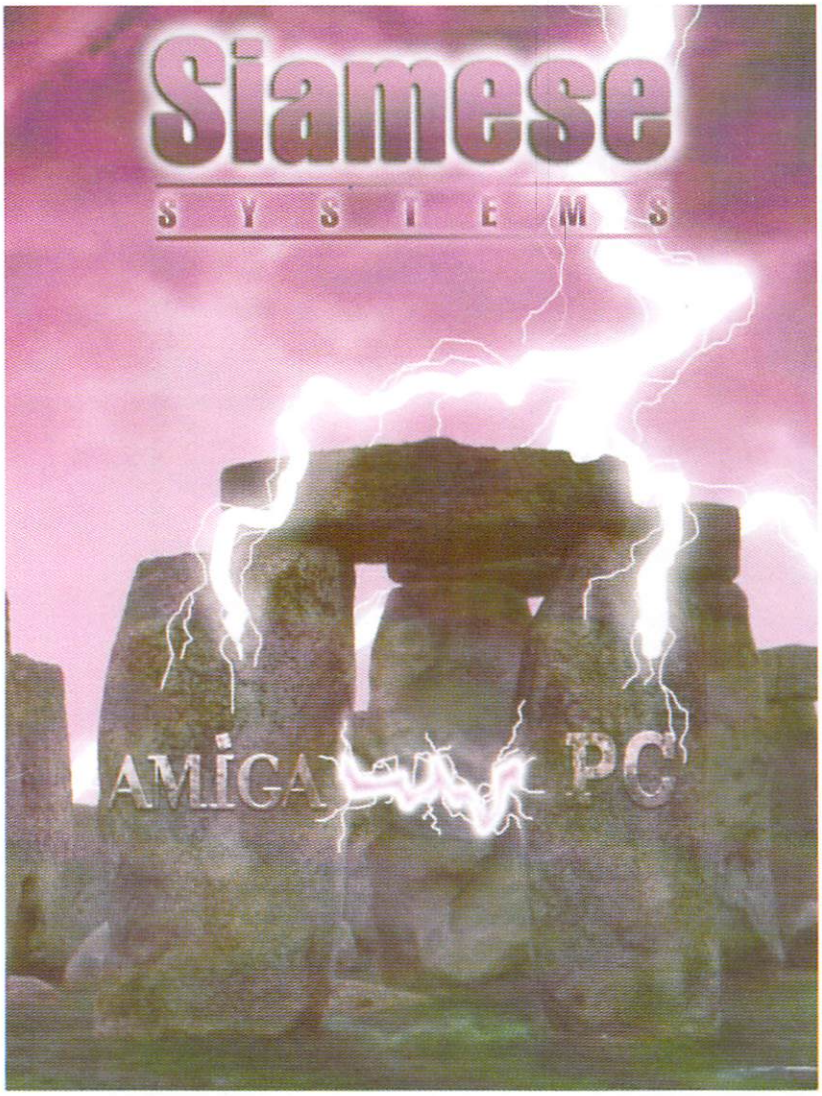
## WIRING IT UP

If you missed the original review, setting up the Siamese is a little involved, most of the problems arising on the PC side. I don't want to be too off-putting as all this really involves is adding two cards to the PC (the Siamese and SCSI card).

The main stumbling block is adding the Siamese card itself. This requires the internal serial connector of the PC to be re-routed to the Siamese card. For most generic PC boxes this should not be a problem as the secondary serial (or comm) port is on the motherboard. So all you do is connect the internal port to the Siamese board and then replace the original comm two port with the new one that comes from the Siamese board.

The other side to the Siamese system is the SCSI network and this, for me anyway, would be one of the main reasons for buying a Siamese system. By using two SCSI cards, one on the Amiga and the PC, you get a high speed network that allows you to share files between the two computers, via a shared PC formatted SCSI drive.

Thanks to the inclusion of CrossDos 6, setting up the shared drive is very simple, as long as you make sure none of the controller and drive SCSI ID's clash. Once all the cards and leads are in place you just format the drive from your PC and then, using CrossDOS on the Amiga, get it to create the Dos driver for you.




ated ones, but when using Siamese RTG the Amiga's DMA is turned off, greatly increasing the speed of serial transfer. Even un-accelerated machines should be able to use these top speeds. Surf squirrel users, I believe, should be able to use 230400 bps.

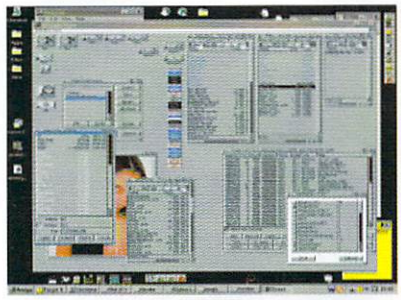
Currently, due to the limitations of the RTG, I would imagine that you will only really be able to use it for file managing or none graphical programs. With the current version, as long as you stick with Workbench (or better, Opus 5.5), most programs that will run off those screens should not cause any trouble.

The software is also regularly updated by HiQ who are working hard adding to the Siamese system, so I'm sure the RTG will only get better. The latest news is that HiQ will supply a floppy with Siamese RTG that allows a bog standard floppy based A1200 to run RTG and boot with the PC leaving around 1.3Mb of ram free on the Amiga side. As for being able to run Workbench on Windows 95, I just think of it as having a little bit of heaven in an otherwise dark and desolate place.

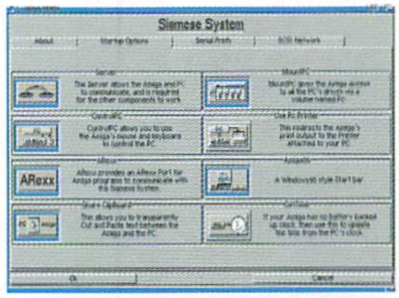
## SYSTEM SELECTION

One thing you need to consider when buying a Siamese system is what sort of system you want. It is more than likely that you will be using the SVGA monitor that came with the PC. In this case you will have to remember that any program not allowing you to choose the screen mode, or that will not mode promote, cannot be used on the Siamese system unless you buy yourself a low syncing multisync monitor.

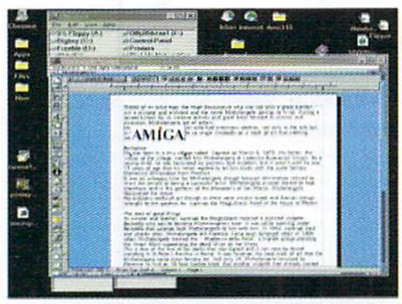
You will also have to consider what sort of system you really need, as the basic Siamese will allow you to share the monitor, keyboard, mouse and PC drives. The drive sharing only takes place over the serial link so is obviously slow. If you are going to be dealing with files of substantial size you will have to add a SCSI network on top, which consists of an Amiga and PC SCSI interface and a single SCSI drive. Even though the PC Adaptec 1505 SCSI card retails for about £40, by the time you add on an Amiga card and the price of the drive you will be looking at about £200 on top of the basic Siamese system.



***Opus 5.5 worked without a hitch on my A1200 and, considering how slow it would have run on an AGA 1280 x 512 screen in 256 colours, the Siamese RTG system was lightning fast***




***Not much has changed with the preferences, you would have thought someone would have drawn some decent icons by now***



***All of Digita's programs worked well with RTG, but due to the way Wordworth's display works, it was far too slow to use***

## Bottom line

### REQUIREMENTS

**RED** *essential* | **BLACK** *recommended*






SCSI Network

### PRODUCT DETAILS

| | |
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| **Product** | Siamese System |
| **Supplier** | HiQ |
| **Price** | Basic £149.95 |
| | Including RTG £199.95 |
| | RTG Upgrade £79.95 |
| **Tel** | 01525 211327 |

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| Implementation | 85% |
| Value For Money | 80% |
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# Joints all round

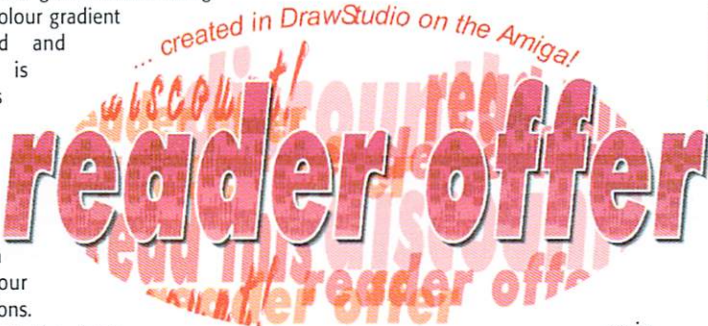
**Neil Mohr** thinks it's Christmas, no he's not stupid, he has just got the DrawStudio CD

It seemed for a while that the lovely eight speed CD in our A4000 was going to do no more than spend its life spinning the never ending flow of Aminet CDs that make it to our office. Thankfully a glimmer of light has entered its life, in the form of the CD version of DrawStudio.

If you missed our review of the disk version then DrawStudio (written by the authors of ImageStudio - one of the most popular public domain programs written) is an excellent structural drawing tool. All the experience gained from writing ImageStudio and TextureStudio has been poured into the development of DrawStudio, and I'm glad to say they haven't wasted their time - it's a most impressive program.

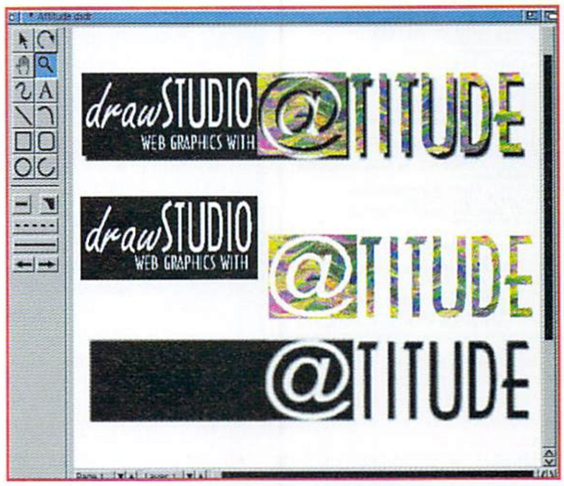
At its heart DrawStudio is a powerful, structured drawing program. Unlike traditional bitmap based drawing programs, once a structured drawing has been finished it can be scaled to any size without loss of detail, whereas a bitmap would become blocky. The program can achieve this because it restricts you to using basic line and curve drawing tools.

Normally this would be quite limiting, but thanks to some snazzy tools you can create some rather impressive results. As you would expect, straight forward colours can be applied to shapes created with DrawStudio. Things start to get a little more interesting when you try out the gradient tool. Using this, any type of colour gradient can be created and beyond this is DrawStudio's bitmap capability that allows you to import most types of image formats and use them within your DrawStudio creations.




This is one of the best designed programs to come out for the Amiga in a long while, and I would think the use of MUI goes a long way to explain some of the unique abilities of DrawStudio. The down side is that you need an 030 processor to make it comfortable to use, but then again, MUI demands more than a basic A1200 machine in the first place.

Apart from the lightning installation the CD version allows, you also get vast quantities of images, fonts and tutorial material on the CD. This gives it a definite advantage over the standard disk version, in fact you'd be very silly not to buy this.




## What's on it?

600Mb is quite a lot, just look at some of the atrocious shovelware CDs that are unceremoniously booted out onto the Amiga CD market. Personally, I would prefer a partially filled CD containing quality stuff rather than having to plough through piles of dross.

So what do you get for your money? Along with DrawStudio you also get full registered versions of ImageStudio and TextureStudio. The use of TextureStudio may be limited, but the full version of ImageStudio will come in very handy, particularly if you only have access to a basic paint package.

Along with the programs there is over 500Mb of Jpegs, DrawStudio clipart and a load of Postscript fonts. Everything is nicely organised and categorised along with thumbnail previews. The Jpegs mainly come in three different sizes - small, medium and large. So whatever your memory requirements are, there should be a picture to fit.

There are also a number of DrawStudio projects on the CD including all the fonts and images used along with the DrawStudio file. For people just starting, or looking for some tips on creating designs with DrawStudio, these will be invaluable learning tools.

## Bottom line

### Requirements

**RED** *essential* **BLACK** *recommended*

3 Mb RAM
Hard drive
MUI
2.04 Workbench
020

### Product details

| | |
|---|---|
| **Product** | DrawStudio CD |
| **Supplier** | LH Publishing |
| **Price** | £74.95 |
| **Tel** | 01908 370 230 |
| **E-Mail:** | larry@em.powernet.co.uk |
| **WWW:** | http://www.ajdean.demon.co.uk/studio/ds.html |

### Scores

| | |
|---|---|
| Ease of use | 95% |
| Implementation | 90% |
| Value For Money | 92% |
| Overall | 92% |

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## MUSIC

M001 BEASTY BOYS - We Want Some Pussy songs
M002 MICHAEL JACKSON - Song BAD
M003 DO THE BARTMAN
M005 100 C64 TUNES (not A1200)
M006 BAT-DANCE REMIXED
M017 GUNS & ROSES - YOU'RE CRAZY
M018 MONEY FOR NOTHING - DIRE STRAITS HIT SONG
M027 BLUES HOUSE (2 disks)
M029 SAFE SEX DEMO - Very funny
M031 BETTY BOO (2) needs 2 drives (brilliant)
M058 SGT PEPPER (2D)
M072 MADONNA - Hanky Panky Song
M084 C64 GAMES MUSIC
M115 MAHONEY & KAKTUS 2 - 40 tunes compilation
M125 ADAMS FAMILY
M150 TIFFANNY - I Think We're Alone Now
M171 MADONNA - (Like a Virgin)
M173 JANET JACKSON - RHYTHM NATION
M177 PET SHOP BOYS
M184 SAM FOX (Please Me)
M186 MADONNA (Rescue Me)
M188 JOE LE TAXI
M189 MICHAEL JACKSON (Smoot Criminal)
M194 JESUS ON E's (2 disks)
M205 RAVE - More Rave
M262 A TO Z OF C64 GAMES MUSIC (4) Brilliant
M314 DICK TRACY (Madonna) (2)
M335 STAR TREK & STAR TREK NEXT GENERATION (2)

## PRINTER MANAGER

U427 PRINTER-STUDIO excellent print results
U599 PRINTER TOOL - includes typewriter, spooler etc
U792 PRINT LABELS print disk labels/banners
U793 STAR PRINTER STUDIO - for all star printers
U794 SEIKOS STUDIO - For all Seiko printers more specific printer driver for the above printer
U733 PANASONIC STUDIO - 9 & 24 pin printer driver & util
U734 CANON PRINTER STUDIO not A500 (1.3)
U735 PRINTER STAR 24/200 FONT DESIGNER - shareware
U782 CITIZEN PRINTER MANAGER for all Citizen printer owners containing many useful printer util & drivers
U884 CANNON PRINTER STUDIO -f or all models for use with Cannon printers
U757 150+ PRINTER DRIVER largest collection

## VIDEO TITLERS/TOOLS

U181 VIDEO NOTE database for your video collection.
U431 VIDEO APPLICATION (2 disks) many video titler prog
U250 VIDEO TOOL (3) loads of video utils. Recommended
U964 TELESUBTITLE - new video titler
U965 VIDEO MAXE V4.33 .The latest in video
U352 DESKTOP VIDEO 1 & 2 (best video titler tool) cataloguing system. Dozens of functions
U671 TELE TITLE 2 - Great new VIDEOS titler
U513 VIDEO TITLER (2 disks) more VIDEO TITLER-BEST
U920 TELESCROLL 2 (not WB 1.3) Easy to use Video titler loads of features
U921 WEDDING VIDEO ANIM (2 disks) Requires D.Paint 3/4. Very high quality
U922 CAPTION MACHINE excellent Video titler
U923 VIDEO MANAGER (Not A500 1.3) Video cataloguing system
U925 Video Tittler - very good video titler

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Note: when send in original disk in for repair please send disk via recorded mail

## Top Various Utilities

U024 D-LOCKS proctect your disk & files
U027 ULTRAPAINT & SURF paint & 3D model programe
U029 CAN DO programing language
U046 DARKSTAR no2 (vol 2-5) load of util
U058 DISK MAG CREATOR created disk magazine
U117 NORTH C compiler (2) bril programing language
U122 SID 1.6 copy/delete/move file made very easy
U131 TETRA COPY play tetriz while copy disk great
U135 MOST USE UTILITIES (2) very useful util coll
U145 XCOPY PROFFESIONAL very powerful disk copier
U146 C-MANUAL 2(4) Teach you how to programe in C
U169 PAINT AND ANIMATE create your own animation
U170 BIORHYTHMS V4.01 display your own biorhythms
U184 MASTER SEKA V1.6 completes Assembler language
U186 UNLTIMATED DISK CREATOR all tool on are here
U187 M COMPUTER AID DESIGN - Was commercial product
U188 SHOWIZ slide show maker 24+ wipe effect
U191 SID II copy/delete/move/run file using a mouse
U220 AMOS-PAINT VGgood paint package lots of feature.
U222 GRAPHIC UTILITY(3)lot of graphic converter tool.
U226 50+ MOST USE UTIL load of very useful util.
U229 SLIDE-SHOW CONSTRUCTION KIT easy to make
U240 ARCHIVER TOOLS pack more file on to your disks
U242 IMPLODER 4.0 disk pack more programe on disk
U243 The A-T COPIER (not Wb3) 13 disk copier.wow
U254 FRACTAL UTIL load of fractal programe. bril
U282 LAND BUILDER create realistic landscape.
U284 COPY & CRACK TOOLS back up your software
U300 MESSY SID II read/write PC/ MAC ect files.
U301 AUTO DISK LOGGER catalogue your disk
U321 GRAPHIC Util 1(3) load of bril graphic util
U324 GRAPHIC util 2(3) even more Graphic tool
U333 SCENERY MAKER more lanscape generator
U334 EMULATOR COLLECTION II (lot of emulator)
U335 FREE COPY back up commercial games
U337 MODEL 3D Brillant 3d object designer
U338 MULTI VISION (2) disk/files utilities
U340 HACKER-TOOLS many ripper tool
U350 POOL TOOL-predict horse with best chance
U351 RACE RATER Similar to above. but both
U358 STAR CAT 2-create catalogue disk esay
U359 SEEKER find lost file on flopy & Harddrive
U360 R.P.G (2) adventure creator
U363 DISK REPAIR KIT-salvage & repair damage disk
U372 WORD SORT process ASCII file
U377 NCOMM III more modem software + packer util
U380 UNICOPY fantastic disk copier
U399 FRACSCAPE V1.2 new fractal similar to VISTA
U400 SOUND TRACKER V2.6 music maker
U420 SPEED BENCH (not Wb1.3) create auto boot wb
U425 NIB 2 very popular copier
U436 The RIPPER COLLECTION(not WB3) lot ripper
U442 SYSINFO test & print info on your AMIGA sys
U444 FONT FARM font creator/editor/design new font
U457 WHOM 2 (3DISK) Detail/database on 51 films
U470 FINAL FONTIER 1 (2 disk) Star-trek magazine
U473 FINAL FONTIER 3 (4cdisk) Star-trek magazine
U480 HARD DISK CLICK-HardDrive menue system
U490 B-tec Util- Amazing pack with 207 utilities
U491 PROTRACKER V3-Best music writer programe
U492 WORK-STATION(2disk WB1.3 only)WB-replacement
U495 HARD DISK UTIL bril collection of Harddisk util.
U496 EASY PRINT (A500only) lot of print util
U498 WORK-MATE-15 brillant disk util compilation
U501 THE MUSIC CONSTURCTION KIT(state amiga own)
U504 HOT-STUFF-more util disk compilation
U505 VIRUS-KILLER & DISK RESALVAGE/REPAIRE KIT
U507 DCOPY V3 PROFESSIONAL -Excelent Disk copier
U509 ULT BOOTBLOCK 40+bootblock generator/maker
U510 ULTIMATE BOOT-BLOCK Collection II +more
U512 ZIRCON UTIL-30 MOST USE UTIL 2 brillant
U515 WIT COMPLETE UTIL 20 most use util
U521 SPECTRA PAINT III Very good paint packages
U550 SCENERY CONSTURCTION KIT fractal .recommend
U551 ASSASIN BOOT BLOCK over 50 bootblock protector
U555 CROSSWORD CREATOR (not WB3) crossword maker
U561 PERM CHECK a full POOL PREDICTION program
U568 ICON CONSTURCTION KIT icon making program
U569 ICON ready made (4 disk)
U590 A600 NUMBERIC PAD EMULATOR (A600 only)
U591 DEGRADER (not WB 1.3) A500 emulator
U592 KILL AGA-make older programe run on A1200
U600 C64 EMULATOR II util & document
U601 DISKSALV II + ABACKUP (not wb1.3)
U603 THE CHEAT COMPENDIUM for over 450 games
U620 HOW TO CODE IN C (2disk) + many examples
U622 ACTION REPLAY V1.5(A500/600)-cartridge on disk
U623 ACTION REPLAY V4 (A1200 ONLY) same as above
U645 PC EMULATOR V.2.31(WB3 only) SVGA PC emulator
U650 COPY & CRACK TOOL 2 more powerful copy program
U680 NEW SUPER VIRUS KILLER(not WB3)kill 315+ virus
U689 FORCASTER V2-horse racing predition program
U690 ASSASIN COPIER (lots)include Xcopy3/dcopy ect
U694 SUPER DUPER 3. (NOT WB1.3) Vfast disk copier
U696 AMITOOL PROFFESIONAL disk database tool
U699 MEGACHEAT V3 +(more games cheat even for)
U700 ANIMATION CONSTRUCTION KIT V1.2 + good
U702 V MORPH V2.create smooth morph animation
U703 POOL TOOLS 2(Latest)prediction horse racing.
U705 TRONI-CAD-best create circuit board+examples
U707 GAME TAMER(3&4)-(2)For even more games cheat.
U708 LAST WILL & TESTAMENT-write your will
U710 PERFECT-PAINT 32 Very easy to use paint package
U714 ENGINEER KIT various test kit for Amiga
U718 MAGNUM 1.9 REGARD the best disk magazines creator
U721 FONT FARM V3 + load of font + font viewer
U723 EXOTIC RIPPER rate as the best sound/graphic riper
U724 PARNET SET UP(2) require for the connection
U725 PARNET CABLE MAKER INSTRUCTION project save £££
U726 AREX MANUAL(notWb1.3) complete manual.
U729 ASSASIN BOOT UTIL 50 boot block creater util
U730 SOFT AGA (A500plus or A600) & min 1.5 meg
U731 A - Z GAMES CHEAT for over 500 games
U732 MINI MORPHS create TERMINATOR 2 effect
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U739 TURBO IMPLODER V3.1 powerful disk cruncher
U740 CROSS DOS 5.1 plus read/write PC<>AMIGA disk
U741 HD-DISK TOOL BOX +many more Disk util recommend
U742 HOW TO CREATE AUTOBOOT DISK.complete + util
U743 Util .Disk .Maker v3. MAKE AUTO BOOT DISK
U744 FRACTAL MANIA+BIOMORPH Brillant collection
U745 AF WORK BENCH (3)(WB 1.3 ONLY) replacement
U746 3D GARDEN DESIGNER & wiew from any angle bril
U747 ASTROMY V2 predict star planet prediction.
U749 DISK REPAIR 3(floppy & HD)include soft-proctect
U750 MUSIC CATALOGUE.(not A500(1.3) very easy to use
U751 SYTEM CHECKER TOOL must for any Amiga owner
U753 HARD DRIVE UTIL+lot more Hard DRIVE UTIL
U754 PARBENCH installer (complete)
U755 PRO CAD electronic.latest circuit board designer
U758 WB MENU LAUNCHER-menu system. easy to use
U760 ICON PLUS (3DISK) Hundreds of stunning ICONS
U761 RELOCKIT 1.4 latest WB1.3 emulator
U762 FAKE FAST MEMORY make more older software run
U777 TELE TEXT RECIEVER project. highly recommend
U781 DOSTRACE V2. display infomation why some programe refuse to run. also moniter Amiga activity. RECOMMEND
U783 POOL WINNER GOLD must for all gamber
U789 HARD-DISK MEMORY V2 use HD as memory (re MMU)
U790 WINDOW BENCH V2 (WB 2/3) 2disk new workbench replacement. include lot of useful utilities
U791 COMPUTER DIAGNOSTIC TEST V9 amiga Fault finding
U800 PRINT A CARD include many ready made
U801 MULTI-PRINT V4 lot of printing util
U805 DISK PRINT print custom disk lables
U807 FONT & PRINT Load of utilities to wiew & print your font collection. RECOMMED
U830 POOL WIZARD -(football) prediction
U832 DIVENDEND WINNER - Prediction rograme for use with LITTLE WOOD, VERMON, ZETTER Ect
U834 FORCASTER 2.02 New Horse prediction Prog
U839 AUDIO MAGIC 4-Proctracker V3.Exoctic ripper
U843 AUDIO MAGIC 8- Octamed player ect.
U846 C64 emulator V3 (2DISK) C64 emulatorlatest
U848 SPECTRUM EMULATOR V2- Spectrum emulator latest
U850 EAGLE PLAYER (2disk) the best music player.
U851 DELI-TRACKER (2disk) play all music format.
U881 SONIC DRUM KIT V2 Make drum sample
U882 DISK COPY Pack- collection of 10 disk copier
U883 OPTI-Utils 1-over 30 disk copier/Optimise ect
U885 INTUTION BENCH MARK V6.5 (Not Wb1.3) sysinfo
U886 COMPLETE WB UTIL (2DISK) very useful Util col
U887 DISK REPAIR KIT 4-Include disk repair, undelete,softproctect, diskmate, sysinfo,ect
U950 STEREO-SCOPIC V2.a (not A5001.3) This is the RAMDOM DOT STEREOGRAM generater.
U951 FORTH PROGRAMMING (NOT WB 1.3)
U957 SCALA BACKGROUND (2disk) High quality image
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U987 GRAPHIC-CONVERTER (2D) Convert picture ect
U988 TURBOCAT Auto catalogue your disk library
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U970 HARDDRIVE SECURITY II Large collection of HD scerity programe eg Lockout2,Password & many more
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U998 X-PASSWORD-proctect your hard/floppy drive
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U998 EXOCTIC RIPPER V3.b Latest ripper
U999 HD MEMORY (new collection) require MMU
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U1003 LOTTORY WINNER V2-new version
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U1006 LOTTO LUNACY V2 Update latest lottery predictor
U1007 ALL NEW HARD-DISK & FLOPPY DISK TOOL 2 (2)
U1008 HARD-WARE PROJECT 2 (2) Build dozen of project even how to fit Amigas in a tower case
U1009 DATA ALERT 3-explain why your computer crash
U1010 WB2.04 INSTALLER-install A500+/A600 to HD

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## GAMES

G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brillant 3D puzzle games
G240 QUADRIX very addict excellent
G242 TAKE EM OUT like to Operation wolf
G253 DESTINE MOON BASE Arcade conversion
G272 TANK BATTLE 2 player tank battle game
G278 ARCADIA the best ARKNOID clone
G300 Q-BOID cross TETRIX and INVADERS.
G303 DIMENSION X 2 player LIGHT CYCLE GAME
G310 NEBULAR Excellent 3D shoot em up
G316 GALACTIC Excellent 8 levels arcade
G317 HYPER-BALL Speed ball +level editor
G320 GHOST-SHIP Very good 3D adventure
G325 BATTLEMENT hunch back of notcha
G326 MEGA GAME COLLECTIONS III 3 top games
G329 MADONNA NUDE PUZZLES for 18+ only
G331 GRAVITY massive space exploring game
G333 CYBER-NETIC Brillant 8 way blaster
G334 DONKEY KONG -(A1200 order code AGA296)
G335 CRAZY SUE II- best platform to date
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G386 MOUSE IMPOSSIBLE very addictive puzzle
G390 TETREN most polish Tetriz ever release
G392 STRIKEBALL brillant base ball clone
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G406 TOTAL WARS -strategy like chess in space
G411 BATTLE CAR 2- 3D car racing
G431 NESTER CARD GAME- hours of fun for a quit.
G435 ROULETE amercan roulete excellent
G438 TRAILBLAZER 2 C64 conversion
G441 E-TYPE 2- very good asteroid great graphic
G443 OLEMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & desender
G446 OBLIDOX excellent Arcade/Puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure.
G460 WIBBLE WORLD GIDDY Large platform game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREAM VILONCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 2 very playable break out clone
G491 BOUNCE & BLAST brillant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCANERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT dozen of level fast arcade.
G501 KLAWZ THE KAT-great platform games
G511 HIGHWAY HELL like SPY HUNTER on the C64
G531 OPERATION FIRESTORMS-brillant
G534 CASTLE KUMQUAT similar to Alien breed
G535 BLACK DAWN brillant graphic adventure
G538 MORIA 5.4 The latest Dungeon & dragon
G539 BRIDGE Good version of bridges
G540 ORK ATTACK bloody adventure

### 101 GAMES PACK III

101 Games Pack review 90 % in Amiga Shopper issue 54

The very latest 101 games pack 3, highly rated, review 88% in AS. This pack contain all new 101 games collection. All games are select from an very easy to use menue system. HIGHLY RECOMEND
only £11.99

G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brillant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
G546 QUIZMASTER very good quiz programe
G552 ELEVATION games base on lift ??
G560 IMPERIAL WALKER -Base on STAR WAR games
G567 STARBASE 13 (2D) Bril like MONKEY ISLAND
G657 AMOS LOADSA MONEY best FRUIT-MACHINES
G659 MR MEN OLYMPIC (2D) many event to complete
G660 4 L.C.D DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2D) base on the TV series
G665 TIME RUNNER (WB2/3) Brillant graphic
G667 GOLF (2DISK) One of the first & decent GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G672 JIGSAW (2DISK) very playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) Brillant
G674 HIGH OCTANE Fast car racing (notwb1.3)
G675 TIME RUNNER amazing graphic adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK bril
G682 BANDIT MANIA - Brillant fruit machine demo
G685 PROJECT BUZZ BAR -Brillant asteroid
G689 GUN FIGHT (not A500(1.3)
G690 THE REAL POPEYE 64 (a500 1.3 only)
G692 SYSTEM DEFEND-Brillant Defender clone
G698 AMIGA-BOY-Game boy emulaor + tetriz
G732 DETHELL IN SPACE. Recommed.
G735 OVERLANDER Brillant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR WOID (2 Disk) brillant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible scoccer games. RECOMMEND

### 101 GAMES PACK II

All new 101 games pack, include some of the finest Amiga PD games EG. Zeus, Wonderland Land, Dragon Flies. ECTS much to many to list, all games are selectable from an easy to use menus most games com with full playing instruction
All games are select from an easy to use menu this pack is compatible with all AMIGA model
only £10.99

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G774 TRICKLE TREAT -like DOOM on the PC
G775 FOOT-BALL MANAGER-new version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS-Brillant graphic adven
G784 NANO FLY Superb explore game RECOMMEND
G785 THE GREAT GOLD RAID- very addicted
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH -Great grahic
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing 3D graphic like
G791 PROFFESIONAL BINGO CALLER
G792 MARTIAL SPRIT like Street fighter II
G798 6 EXCELLENT CARD GAMES collection
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 Brillant puzzle
G811 TEMPORAL MISPLACEMENT-graphic adventure
G812 ADAY AT THE RACE-V.Goodhorse racing games
G820 BOULDER ORIGINAL with 80 level
G821 BOULDERDASH cave/level Construction kit
G822 BOULDER COLLECTION 2/3 160 level (2disk)
G839 BOULDER PACK with 640 level on 8 disk
G860 ALIEN NET WORK-new Spacing invader
G862 BATTLE FORCE excellent text adventure.
G863 GNU CHESS the best chess with 10 level
G868 SWORD OF YIGG Graphic adventure
G867 POWER-TETRIZ for 1 or 2 player
G868 SUPER SMASHING TETRIZ
G870 CHESS II & CHECKER One of the best around must for all CHESS or CHECKER player
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3(new) add new feature & bouns gamme + 2 player RECOMMEND. get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze colect & escape type games
G879 RAG TO RICHES - like MONOPLY

### 101 GAMES PACK I

Brillant collection of over 100 games include some of the very best of Pd , like Invader2, Tetris, Monopoly ect much to many to list. Highly Recommend
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101 game
Only £9.99

G884 WIPE OUT-mindless blasting gamse
G885 GODZILLA Another shootem up
G886 SUPER MEGA FRUIT- All new Fruit Machine
G888 DRIVING MANIAC 3D (fill vector like Indi500) car racing- very fast. RECOMMEND
G889 PLANET FALL - Luner Lander clone
G891 BUCK TOOTH ADVENTURE Very good multi level shoot/collect em up RECOMMEND
G892 PENGO 2- Maze type games. Recommend
G893 SUPER OBLITERATION Blast asteroid very similar to PANG 2 lot of weapon RECOMMEND
G894 SUPER INVASION II -New SPACING INVADER
G897 THE SHEPERD Brillant POPULUS clone. REC
G898 ALIEN GENOCIDE (2) Shoot aliens set in space.
G899 PUCKMAN. One of the better PacMan arround.
G900 SUPER-BATTLE ZONE.3D (not WB1.3)
G901 M*A*S*H a (ANTWAR 2) play very similar to LEMMING & WORM, with load of Weapon (Brillant)
G904 LAST SOLDIER (2) multilevel platform games
G905 CBBERTECH (2) excllent ALIEN BREED Clone
G906 HANGMAN any one for a game?
G907 ACE SPACE nice Platform games
G908 COLOURMANIA slide/Klatriz type puzzle games
G910 HARRY-HADDOCK- Brillant platformer games
G912 MANGLE FENDER -Brillant. Smash up other car/tank ect to win. extremly addicted. get it
G913 ARCADE GAMES CLASSIC Vol 1 & 2 (2d)
G914 HELICOPTER-play like Desert strike
G915 COW WARS. Very addicted 2 player games
G916 ISLAND -Play like Monoply.
G919 COP THE LOT Pro Latest Lottery preditor
G920 LOTTERY PROFFESIONAL This version use
G921 MONOPLY. (board games) The best version
G922 JET WILLY 3 - excellent platform games
G923 FLAMMING ENGINE-Superb car racing
G924 POWER MACHINES. Grahicaly brillant shoot
G925 SUCIDE-MACHINE Operation wolf style
G926 ZAXXON 3D Superb C64 3D blaster games
G927 BOING V3. Great platformer. recommend
G928 PUNTER-Animate horse racing games
G929 ARCADE JIGSAW (2d) include LION KING
G930 WHEEL CHAIR GLADITOR-Very fun to play
G931 NIMBLE-Brillant New arcade puzzle.
G933 BLACK DAWN 3- THE NEW BEGINNING (2) Superb 3D adventure. RECOMMEND
G934 R3 ROCKET (NEW)very good rockets games
G935 BATTLE SHIP- the finest PD version
G936 LAST LAP - Fast car racing

### GAME HINTS & CHEATS II

Play your favourite game for age? but can't get to the end of level or game? Having problem with some games? 5 disk pack with 1000s of games cheat/help/level code action replay poke etc., should help you finish many games – suitable for all Amigas only £4.95.
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E020 WORLD DATABASE require (2+meg)
E021 STORY LAND II interect puzzle games rec
E022 LANGUAGE TUTOR teach you 4 language
E023 TALKING COLOURING BOOK talking Dpaint bril
E024 EASY SPELL II improve your kid spelling
E025 SCRABBLE require 2-4player. brillant
E026 WORDS can help you solve the crossword
E027 OSWALD Very colourful large cartoon game
E030 EVOLUTION breed your own hybrid
E031 IQ TEST + IQ GAMES pack 1 excellent
E033 TYPING TUDOR very good typing tudor
E035 CHESS HELPER help/teach how to play
E036 BASIC TUDOR learn about Amiga basic Prog

### EDUCATION & 21 GAMES PACK

Collection of the very best of education programs and a 21 games pack, a very popular combination for kids (run on all Amiga) 5 disks pack only £4.95

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E039 COMPUTER CARE how to care about AMIGA
E040 GUIDE TO LOWER BACK PAIN tutorial the spine & how to avoid back pain. (recommend)
E041 KID ALPHABET display all alphabet letter
E042 FRACTION & SILOUEST maths & games excellent
E043 MATH MASTER teach/test you more on maths
E044 STEAM ENGINE V2 graphic & tutorial
E045 PETROL ENGINE tutorial & animate graphic
E046 GAS TURBINE ENGINE tutorla & anim graphic
E047 STIRLING ENGINE tutorial & anim graphic
E050 DREAM FOR ANGEL explain the meaning of dream
E051 INVISIBLE WORLD brillant recommend
E052 FISH TANK turn your amiga into a FISHTANK
E054 DEMOLITION MISSION simple game for kid
E055 WORD POWER solve crossword puzzle ect good.
E056 WORM HOLE simple game ideal for children.
E057 APPLE CATCHER catch falling apple brilliant
E058 CROSS MAZE & CRYPTOKING 2 excellent kid games
E059 VERB QUIZ find the word & it related. Bril
E061 KING JAMES BIBLE (4d) complete bibles excel
E066 TARROT clairvoyant in a instance
E068 GALLOW fancy a games of hang man?
E070 MATH DRILLS teach all basic math skill Vgood
E071 ERROR INFO give info why your amiga crash
E075 WORLD-WAR 2 graphics tutorial on WORLD-WAR releate program eg simulate Starprobe/ molecube/ ect
E076 SCIENCE an excellent collection of science ideal for all who interesting or studies in science recommend. this pack come on 4 disks
E080 KIDPRIX great children paint programme.
E081 ASTROMY PACK- This is a mazing collection of programe relate to astromy. can help to locate certain or star position ect. must for anyone who studies astromy or hobby. great (4DISK)
E073 PICTURE & LETTER learn to reads- first step
E074 AMIGA BEGINER GUIDE tutorial on Amigas
E085 NODDY PLAYTIME demo >Very good
E080 KID PIX more excellent paint programes
E081 D.T.P FOR KID easy to use, excellent
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E110 CULT TV DATABASE (2D) Info on early TV series
E112 HOW TO DEVELOPE PHOTO 2 (2) delevope your own.
E115 ELETRONIC WORLDS(3D) Complete KJames BIBLES
E116 HOW THE EARTH BEGAN-theory how the BIG BANG explode and create all the star & galaxy
E118 WORKBENCH 2 tutorial on Work Bench 2
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS Great learning aid for teach kid on the math subjects. RECOMMEND
E121 PICTURE PUZZLE brillant JIGSAW type games
E122 WORD FACTORY Brillant, teach kid words

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Excellent collection of education programs. Ideal for teaching kids various subjects while retaining the fun & game element. 5 disks only £4.99 or order seperately for only 99p per disk. Order Code KID DISK & No. 1-5

E125 JURASSIC PARK lots of info on dinosaurs
E126 CHILDREN SONG 2 contain 5 excellent song
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E130 FRENCH VERD TESTER should help you with french.
E131 CULT TV DATA BASE II (2 DISK) info on early TV
E132 WORLD HISTORY BOOK
E133 LITTLE TRAVELLER II (2) Infomation on world wide
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E148 CHESS & TUTOR - FULLteach you how to play chess
E150 INTERNET-FULL guide to internet & superhighway
E161 CLI & SHELL TUTOR (help) Ideal for beginner
E162 DELUXE PAINT GRAPHIC TUTOR V 3 & 4 RECOMMEND
E163 JAPANESE - teach you the japanese language
E164 PAINT IT (not A5001.3) latest COLOURING BOOK
E165 KEY BOARD TRAINER An excellent tuping tutor.
E166 WORD POWER- spellcheck/crossword solver/teach
E168 CROSSWORD CREATOR-design crossword
E169 CHESS II & TUTOR brillant Chess II games
E170 HISTORY OF AVIATION Vol 1 Excellent disk
E171 CHILD FAVOURITE-Education prog
E172 ANIMAL LAND-Learn about animal
E175 FRANTIC GUIDE TO COMPUTER(2D) brillant & funny
E177 CYBER PUNK 2 for cyberPunk freak only
E178 STAR-TREK & STARTREK NEXT GERENATION GUIDE THE COMPLETE GUIDE COME WITH HUNDRED OF SCREEN SHOTS TAKEN FROM THE STAR-TREK SERIES. SUPERB.
E181 SIGINTURE CREATOR customise your own siginture.
E182 VIRUS WORKSHOP V4 comprehensive guide
E184 IMAGINES VIDEO 2disk
E185 WORKBENCH 2/3 GUIDE On line help/Complete
E210 LEARN & PLAY 3 Latest Education & Games
E240 BARNEY THE BEAR GOES CAMPING (2d) Brillant teach your child about animal
E241 COMMS GUIDE V1.1 beginner modem user
E242 GUIDE TO WEATHER (3d) superb complete guide to the weather. recommend
E245 MATH ATTACK- Maths relate games for kids
E242 ANIMAL-LAND-Ideal for young kid. Excel
E243 PICTURE-MATHS-Maths program for kids
E246 BEGINER GUIDE TO WB 3 (A1200 only)
E247 GLOBE FACT(2) fact about planet earth
E248 KID ONLY. 6 excelent game to play with
E250 SANTA -Help Santa collect present games
E251 BIRSTHDAY HISTORY V2.2-
E252 BAR-TENDER-recipt for 1000 drink/cocktail
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This is a very unusual but extreamely fun to play Mini wb games just like normal games except it just tiny screen size example play pacman on 6x4 in & you can play few games at the same time, Amazing . run on all Amiga except (WB 1.3)

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NEW

The very latest Boards games pack 3, This pack contain 23 all new boards games, Must for all board games fan
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This collection is very similar style to the above the disk are pack with some of the most playable & best card games for the Amiga include are all the popular card games, MUST FOR ALL CARDS GAMES FANS, run on all Amigas

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## THIS LISTING ARE FOR USE WITH AGA AMIGA

AGA001 EXTENSION DEMO Stunning demo, fast landscape anim and a rotating city, regard the best AGA demo
AGA002 FRACTAL GENERATOR fractal in 256 colour.
AGA003 WORKBENCH HACK many hack/toy/blanker etc
AGA006 NEW SUPER KILLER know kmow & kill over 316 type of virus must for all A1200 owner
AGA007 MINDWARP very first demo for the A1200
AGA008 KLONDIKE DELUXE AGA (3D) the best A1200 card games with glamours lady as cards face 18 + only
AGA011 SLEEPLESS NIGHT 3
AGA012 PLANET GROOVE Truly A1200 Demos
AGA013 MOTOR INVADER 2 (2D) Brilliant INVADER game
AGA015 POINT OF SCALE Great A1200 only demos
AGA016 CHROMAS- Fairly good demo.
AGA017 WORLD OF MANGA (4DISK) magnificent Japanese comic slide show include Japanes Chick etc recommend
AGA021 MAGIC WORKBENCH improve the look of your WB & add some function to your WB really BRILLANT
AGA022 WB 3 UTILITIES load of Wb 3 only utilities
AGA023 U-CHESS the best chess program games so far but require 4 megbytes. Brillant graphic
AGA024 WORKBENCH 3 SCREEN Great back drop
AGA41 ADULT SLIDE Vol 1-9 (2 disk each) *see below
AGA62 BODY SHOP VOL 1-7 (2 disk each) *see below
AGA80 FITCHICK vol 1-3(2disk each) *see below
to order any disk above just state disk code & volume no? (remember 2 disk per volume)

### DEGRADER

AGA090 A1200 FIX DISK COLLETCION 1
AGA091 A1200 FIX DISK 2 COLLECTION 2
AGA094 RELOCKIT V1.4a latest. run A500 SOFTWARE
AGA306 A1200 FIX DISK VOL 3 (new july 95)
All disk above are design to make any old A500-A600 Amiga programs/games etc to run on your A1200/A4000
MUST FOR ALL AGA AMIGA OWNER. RECOMMEND

AGA097 A1200 UTIL - AGA TESTER, SYSINFO etc
AGA098 ACTION REPLAY V4 Complete ACTION REPLAY.
AGA099 MADFIGHTER 2 brillant street fighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pic in Workbench.
AGA102 AGA DIAGNOSTIC - NEW system tester
AGA103 BLACK BOARD AGA decent Image processor
AGA105 QUICK GRAB AGA -grab AGA screen PICTURE
AGA110 WORLD BEYONDS 1 (3) stunning 256 COLOUR fantasy art. leave atari userbreathless
AGA114 SMELL LIKE CHANEL NO5 brillant demo ray trace picture ever release on the A1200
AGA121 MAGIC FACTORY 1 STAR TREK (5 disk)
AGA133 AGA UTIL v1&2 (2) AGA util compilation
AGA135 AGA UTIL V3 &4 (2) more of above
AGA137 MULTIBOOT- 4 various version A500 EMU
AGA138 OFFICIAL WORKBENCH 3 HARDDRIVE INSTALLER
AGA139 WB3 HARDDISK PREP & INSTALLER installing
AGA140 CROSS DOS PLUS v5.1 read/write PC files
AGA142 SUPER LEAGUE 3 -latest manager games
AGA144 SPEAK & SPELL - educational software for kid
AGA145 BIG TOPS (18 + only)HMMmm
AGA146 KELOG LAND -brilliant platform games
AGA150 ACTION REPLAY V5 - NEW UP DATE TO V4
AGA160 GIGER TRIZ very playable 256 colour tetriz
AGA162 FATAL-BLOW new STREET-FIGHTER 2 clone
AGA164 CINDY CRAWFORD Vol1 (2 disk) latest release
AGA166 INFESTATION (3 disk) The ultimated AGA demo
AGA170 CINDY CRAWFORD Vol II (2disk) amazing
AGA172 VIDEO TRACKER AGA-ultimate demo maker
AGA174 MAGIC WB EXTRA vol 1 & 2 (2disk)
AGA180 GIF BEAUTIES Vol (11-18) 8 more girls disk
AGA189 FRIDAY AT 8 another brillant AGA demos
AGA190 ASSASIN MULTIVISION AGA pic viewing util
AGA192 ALIEN FRENZE 2 player blasting +power up
AGA194 BIG TIME SENSUAL (2disk) SPACE BALL 2
AGA200 MASQUERADE 2disk brillant puzzle games.
AGA202 RAM JAM 94 it cat be done (2disk)
AGA203 EXPLIXIT 2 DEMO new effetc welldone.
AGA204 COMPLEX ORIGIN 2disk require 2 diskdrive
AGA206 TREASURE OF TUTANKHAMUN- eductaion tool
AGA230 LOVE 2 disk-simply brillant DEMOS
AGA231 AGA UTIL 7 & 8 (2 disk) ,More USEFUL util

AGA234 KNOTTY-Stunning AGA sliding pictre puzzles
AGA240 LOTTERY WINNER hope fully will improve your chance of winning a jack pot. GOOD-LUCK
AGA241-258 AGA GAME-GALORE AGA 01-18 lot of games
AGA251 PACKMAN AGA -the best pacman yet
AGA252 ROCKET PD - Super thrust clone brillant graphic for 1 or 2 player
AGA253 REAL DEMO stunning special effetc
AGA254 DIRT AGA Brilliant 256 colour effetc.
AGA255 DELIGHT EXPLORE excllent demo
AGA256 KEFEREN AGA Demo lot of effetc
AGA257 MINOMIST RAVE great rave music.
AGA258 OXYGENE Fantastic demo
AGA259 INTEL-OUT another very good demo
AGA260 SOMEJUSTIC94 Demo of the month brillant whirl effetc. RECOMMEND
AGA262 TO THE DEATH very good STREET-FIGHTER clone with very good graphic.
AGA263 GEORGE GALAXO (2disk) brillant multilevel shoot/platform game. RECOMMEDN
AGA265 MISSILE OVER ZENON (2disk) Brillant 3D missile commander with fantastic graphic
AGA266 TEAM-HOI DINO PLATFORM excellent dino platform Note:this disk was a commercial games
AGA274 MUSIC 2 SURVIVE 2cisk 8 excellent music master piece. well worth getting
AGA271 RAVE MAXIMUM OVERDRIVE II (2disk)
AGA278 CHANNEL Z ISSUE 1 (AGA) (2disk)
AGA base disk magazines. RECOMMEND
AGA disk magazine topic.demo/music
AGA285 WORKBENCH BACKDROP VOL 3
AGA295 DE-LUXE MONOPOLY- Board game.V addicted
AGA296 DONKEY KONG Arcade classic conversion
AGA297 BOMB PAC Extreamly good to play
AGA298 ROCKET 2 set deep underground brillant graphic. even better with 2 player
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AGA300 MAGIC WB V2. Demo of version 2
AGA302 TUTANKHAM II(2) Education-Egyptian MUMMY
AGA303 PAMLA.ANDERSON.(2) 18+ only BayWatch Babe
AGA304 BODYSHOP V8 (3) more bikini beauties
AGA305 TIMEZONE (3) V Good graphic adventures.
AGA308 DENTAWOLF dooms demo
AGA309 NAXIS -Really show what AGA graphic co do
AGA310 FEARS (2d) -dooms clone demo
AGA312 JINX (2d) Fantastic arcade puzzle
AGA313 RAM JAM THE TASTE DEMO.very wicket demo.
AGA315 ILEX MYSTIC. New AGA demos
AGA320 KLONDIKE 3 (4disk) Hd require & 2meg
+we also have a list of 25 cards for above.
AGA321 HOT-BABE 1 (2) MUST BE OVER
AGA322 HOT-BABE 2 (2) 18
AGA323 HOT-BABE 3 (2) BEFORE
AGA324 HOT-BABE 4 (2) ORDER ANY
AGA325 HOT-BABE 5 (2) OF THE HOT-BABE PACK
Hundred of quality Magic wb icon & back drop
AGA388 DESK-TOP MAGIC- 32 animated screen blanker
AGA389 WAR OF THE WORLDS -full 3D games
AGA390 FEAR 2. Brillant 3D graphic games like
AGA391 PESST Amiga version of Spectrum games
AGA390 FEAR II -Brillant 3D game play just like DOOM on the PC Garrenteed you impress.
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AGA400 HYPER RACE (2) Super racing games
AGA410 CINDY CLAWFORD (3) new
AGA411 ELLE MACPHERSON (3)
AGA412 CLAUDIA SCHIFFER (3)
AGA413 BIG GIRLS II (3)
AGA414 GIRLS GIRLS (2)
AGA415 NIKY TAYLOR (2)
AGA417 KYLIE MINOUGE (3)
AGA418 FEMALE BODY BUILDER (3)
AGA419 EXCELLENT CARD GAMES 3 latest
AGA420 POKER & BLACK JACK DELUXE (3)4MEG
AGA421 COLOUR WB make your WB more colourful
AGA422 RIDGE RACER Demo on the Amiga,
AGA423 DRUG STORE DEMOS (2disk)
AGA424 DREAM WALKER (2) Demos
AGA425 MYSTIC DEMOS(2) 95 excellent demos
AGA426 ORIGIN 2 (2 DISK), Amazing

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These font pack are suitable for any paint programe eg DPpaint, Ppaint ect

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- Large Colour & logo type font pack 1 (5 disk)
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Computer Graphic FONTS pack 1,2,3,or5 (5 disk per pack please state packs reqire)

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U256 PENNY WISE Very powerful database.
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U356 TEXT-ENGINE V3.4 - full feature wordprocessor
U343 LITTLE OFFICE - databases/wordprocessor/spreadsheet
U345 HOME BUSSINESS JOURNAL - Easy to use database
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U364 HOME ACCOUNT-Account program
U368 AMICASH regarded as the best account prog. Excellent
U369 JOURNAL full feature account program
U385 LORAN NOTE BOOK database & world map.
U390 DATA BASE compilation - best seller to date
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U426 MONEY PROGRAM very good account program
U437 ACCOUNT MASTER V2.8 new account program
U520 HOUSE INVENTORY - ideal for home insurance
U559 ADDRESS PRINT V2.1 Store & print addresses
U567 TEXT-PLUS V 4.0 pro requires HD & 2meg
U681 TEXT ENGINES V4.1 latest 36,0000 word spellchecker.
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# Absolute at DTP

Larry Hickmott guides the absolute DTP beginner throught the mind field that is the publishing industry, find out what software, hardware and techniques you need to get your work puiblished

Over the years, desktop publishing has become more and more popular. Whether you're into video, music or publishing itself, it would seem that most of you have a need at one time or another to publish something. I've been exploiting the Amiga's publishing prowess for many years and still do, publishing not only a magazine, but most of my point of sale material as well.

Desktop publishing covers many areas, and in this feature I want to walk you through a few of these, looking at both software and hardware that you can use with your Amiga. The art of publishing can be broken up into four main categories. There is the production of text, pictures and then the coming together of both in a layout package and finally, there is the printing.

## WRITTEN WORD

You could say that desktop publishing started with the printed word and wordprocessors. Thanks to the personal computer though, words can now be mixed with pictures not only in dedicated page layout programs like PageStream but also in wordprocessors such as Wordworth and Final Writer.

There are two ways you can look at the printed word in desktop publishing. One is where you create the text in a program suited for text creation and then use that text in a page layout program. This is what we do at LH Publishing where the words are created in Protext, saved as ASCII and then imported into either ProPage or PageStream.

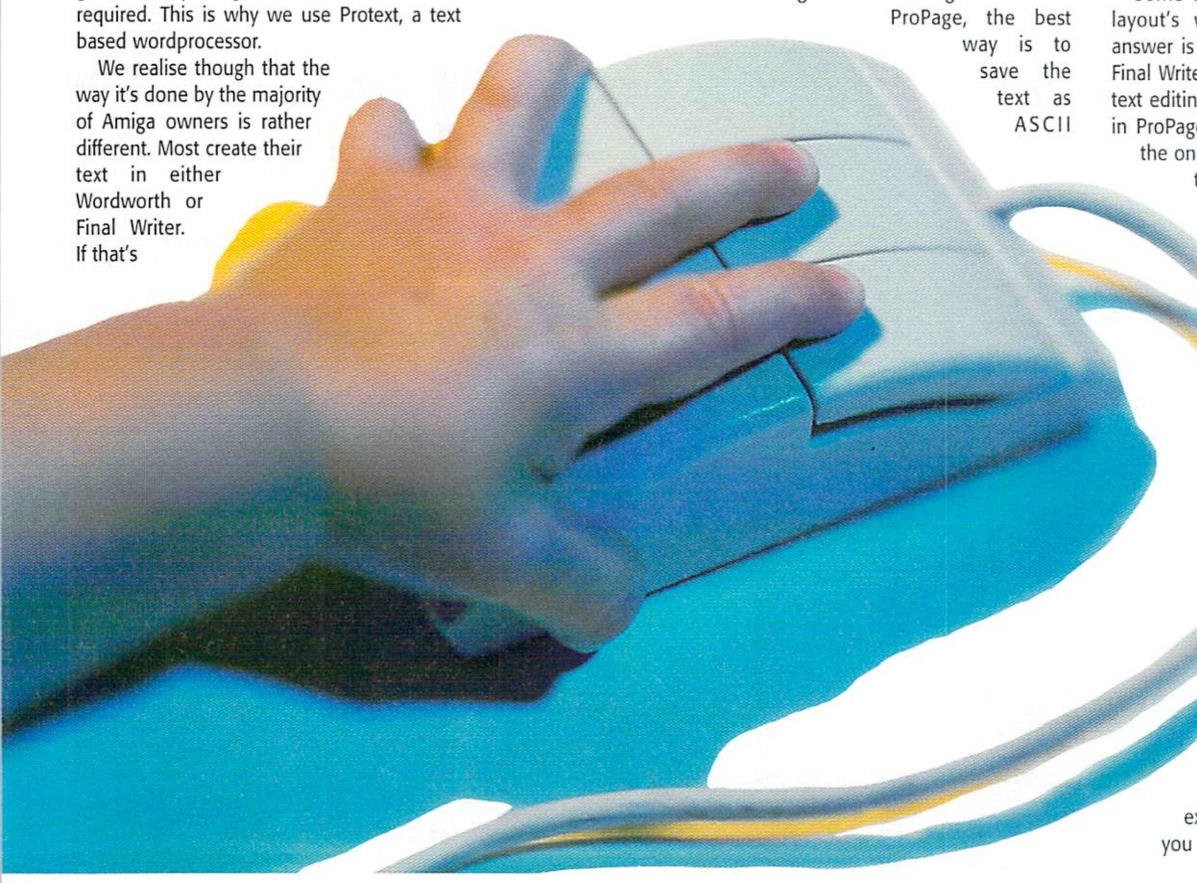
The advantage for us in doing it that way is that nothing gets in the way of the writing. You don't have to worry about what font it's in, where this picture goes and so on. You just get on with putting the words down that are required. This is why we use Protext, a text based wordprocessor.

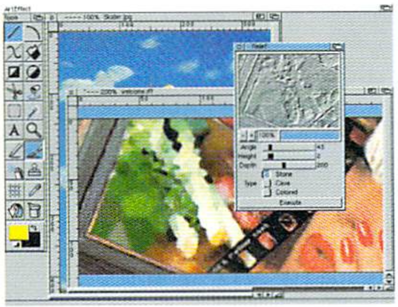
We realise though that the way it's done by the majority of Amiga owners is rather different. Most create their text in either Wordworth or Final Writer. If that's you, and there's a strong chance it will be, and you intend using the text in another program like PageStream or ProPage, the best way is to save the text as ASCII and import it into the page layout program of your choice.

Some will ask why not do it in the page layout's wordprocessor and for me the answer is simple. Programs like Wordworth, Final Writer and Protext have more powerful text editing functions. Sure, the Article Editor in ProPage has a spell checker, but I prefer the one in Protext which has Auto correct to correct commonly misspelled words, a function also present in Wordworth and Final Writer.

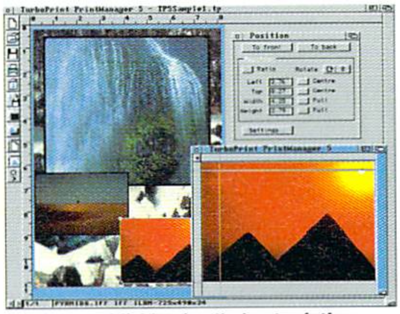
I couldn't do without the thesaurus either. For example, a little earlier I used the word proof twice in the one sentence and didn't like the sound of it, so I used the thesaurus to come up with the word 'evidence' to replace one occurrence of the word proof.

Amiga wordprocessors can be used for more than just word creation though, page layout as well, for example. Gone are the days when you couldn't format your text or add

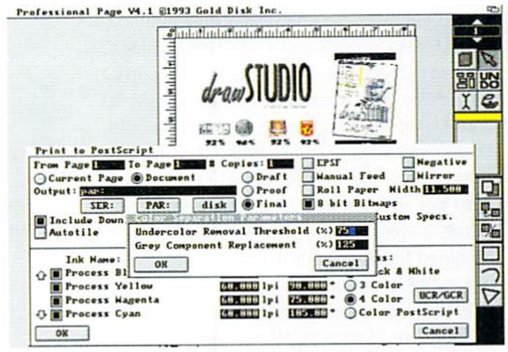




Most publishers will need to create or edit graphics. One package that is getting better and better is Art Effect from Haage & Partner




Desktop publishing is all about printing computer based documents and with the help of packages like TurboPrint 5, the quality you'll get is nothing short of superb.




High end desktop publishing packages like Professional Page 4.1 have much more advanced features when it comes to PostScript output

# beginners

images in a wordprocessor. Now you can do both almost as well as if you were using a DTP program. I personally prefer not to do my DTP in this way because I believe in using just one or two programs for all my page layout work. So whereas many will write letters in a wordprocessor, I normally do it a DTP program because it's what I know best.

There is no right or wrong way, just the one that you feel most comfortable with. I prefer a DTP application because I hate being dictated to when it comes to how things are done. I have never liked being told what to do and there's no way I like my software to tell me I can't do something. I'll give you an example. Let's say you want to lay out a letter in columns. In a wordprocessor you can do it in columns, but producing uneven columns that are linked requires a lot of lateral thinking. In a DTP program, it's simplicity itself.

A wordprocessor is a column based program while DTP programs are page based. The difference is simple enough. A page in a wordprocessor already comes with the columns in place. You can choose to alter the number via requesters and so on, but you can't pick them up and move them willy nilly. We do now have text frames in wordprocessors as well as tables, which enable us to have what I call free standing columns of text

## LH Publishing – A Case Study

*If evidence that the Amiga can cut it when it comes to DTP was needed then my own business, LH Publishing, is living proof that it can. I've been producing a magazine for nearly four years on an Amiga and have also produced a number of books and manuals.*

*This is why I feel very strongly about supporting the Amiga and Amiga DTP. When Gold Disk stopped publishing Amiga products, I dipped my hand into my pocket to get them to sell me a licence to resell Professional Page 4.1, something we are still doing.*

*The promotion of Amiga DTP products has increased, as I have come to see that no other company in the UK has the appetite or experience to do this. So much so, my business now imports products from long time Amiga supporters, Soft-Logik, as well as important items like ImageFX, data CDs and TurboPrint 5.*

*To produce our magazine we use both Professional Page and PageStream 3; the words are produced in Protext. Many of the graphics are scanned using ImageFX 2.6 and an Epson GT-8500. Headings and illustrations are created in DrawStudio while the editing of bitmap images is taken care of in both Personal Paint and ImageFX 2.6.*

*The films for the printer are done on Hewlett-Packard lasers while the proofs are normally output on one of the Epson Stylus inkjets we have here via TurboPrint 5.*

*As far as hardware goes, all our work is now done on an 060 based 1200 although this is soon to change. Not long ago we picked up a second-hand 4000/030 and I feel now is the right time to equip the 4000 with a graphics card. Although we have both Zip and Jaz drives, I prefer the latter – the Zip drive fills up far to quickly.*

*For those that feel we might change our minds if we had a Macintosh or PC, we also have these as well. The Macintosh hasn't been turned on for almost three months and the PC is Siamesed to the Amiga and only used for accounts and the database. The Amiga really does rule and for all the right reasons.*




With printers now able to produce photo quality, there has never been a better time to get into publishing

but, as yet, they can't be linked together.

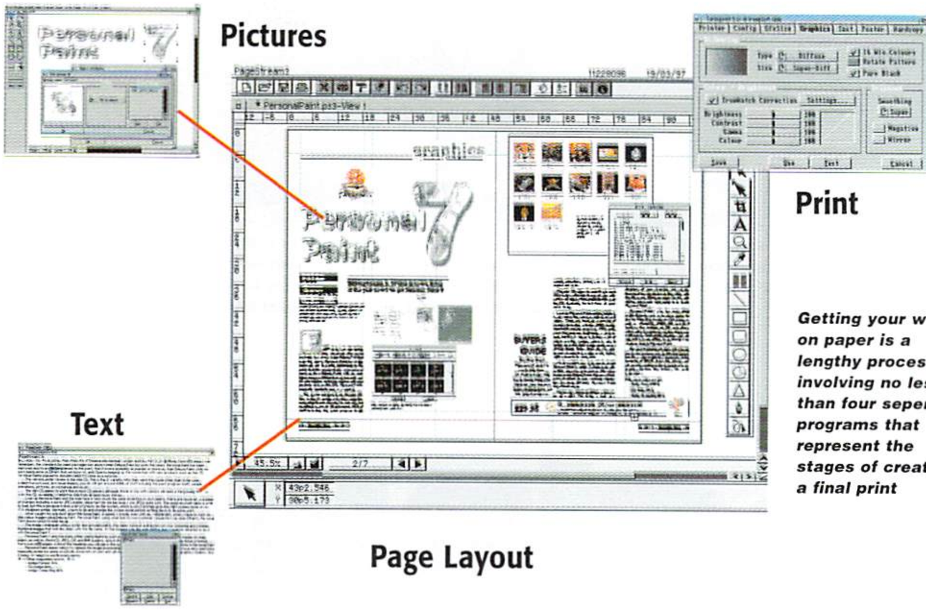
For letters, reports and a lot of other things, this isn't important. In fact, with end notes, foot notes and more, the wordprocessor is well suited to technical notes and I would recommend it for such, especially with contents generation and so on where I would draw the line is when creating booklets, have facing pages. Word processors were not designed for this and it is definitely easier to use a DTP program. I would also say that a DTP program is better suited for those who want to use PostScript. Most wordprocessors support it but only in a fairly minor way.

You will also find a desktop publishing package is more flexible with graphics. Both Wordworth and Final Writer are quite adept with graphics but nowhere near as good as either PageStream or ProPage. The DTP packages can handle more graphics formats for example, and the drawing tools are generally more powerful.

Then we come to font handling. Amiga wordprocessors have made great strides in making sure they support many different formats of fonts but still do not have the control necessary for controlling the kerning of fonts – the ability to set the kerning for individual fonts and individual pairs, for example.

Many of these points may appear to be of minor importance, but to the serious publisher, they can be the difference between an eye catching layout and one that is plain and drab.

The key to knowing which one to use is experience. If you've only just started with DTP, then experiment and find what's comfortable – what I like may be totally unsuitable for you. For years, I have advocated the use of Professional Page, because it's what I know, but recently have spent a lot of time using the latest version of PageStream and feel comfortable using it. I don't use a WYSIWYG wordprocessor for the bulk of my work because when it comes to page layout, I often find I'm restricted in what I can do.




***Getting your work on paper is a lengthy process, involving no less than four seperate programs that represent the stages of creating a final print***

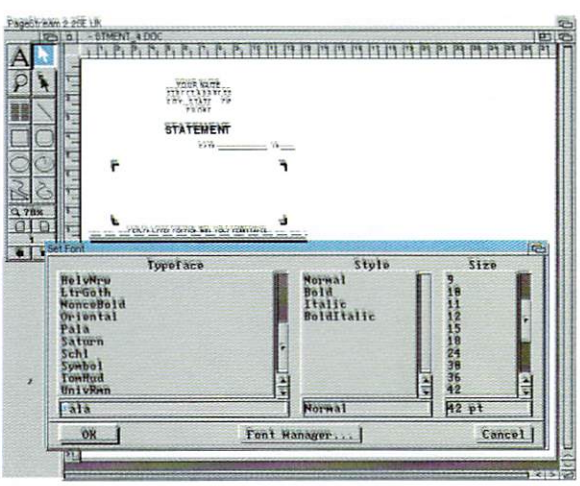
> ***I really enjoy using photo-quality pictures and it's because of this that I have been driven to push my Amiga to its limits so that I can reproduce pages almost as good as the ones you see here***

If you're happy using your wordprocessor for DTP, then so be it, but don't be afraid to experiment because in the long run it will make you better at what you do. Force yourself to learn new applications because you will generally find each program has a strong area which you can put to good use at some time.

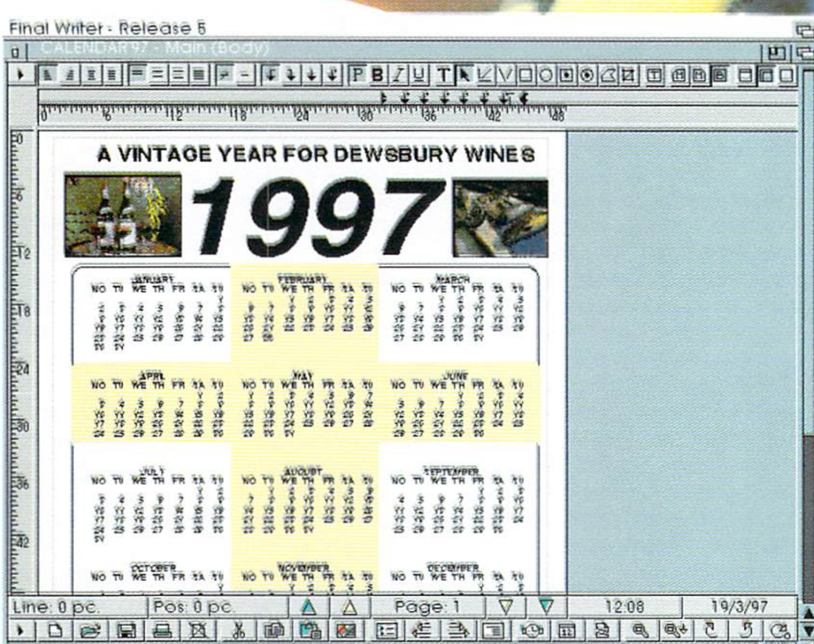
## Tell a story

Text with no pictures is not something I find appealing. When faced with such a page, I will always try and find something to break

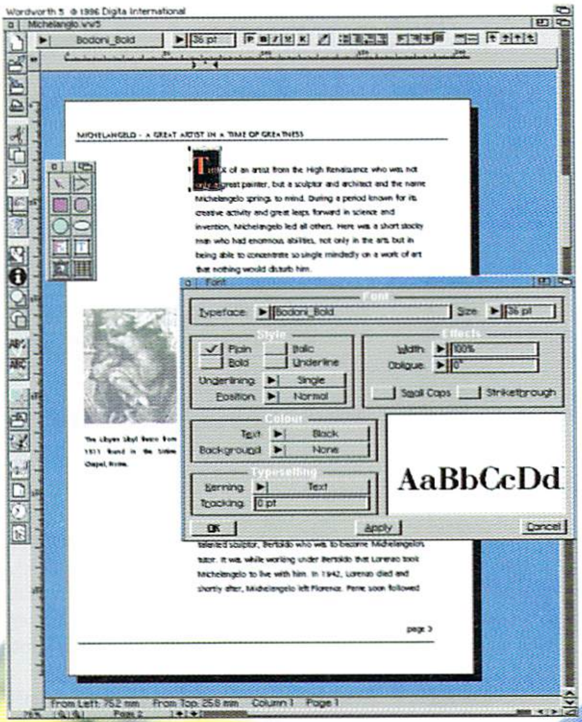





***PageStream 2SE from LH Publishing is an ideal starting point for anyone wanting to jump onto the desktop publishing bandwagon***




***Creating calendars, letterheads and so on, is possible in programs like Final Writer and Wordworth, even though they were designed as wordprocessors***




**Desktop publishing is something you can do even with a wordprocessor like Wordworth**

it up to make it less intimidating, even if it's just white space.

I really enjoy using photo-quality pictures and it's because of this that I have been driven to push my Amiga to its limits so that I can reproduce pages almost as good as the ones you see here, but printed from a desktop printer. In the beginning, before we had TurboPrint and Studio, that wasn't possible (except of course if you had a PostScript printer). Now it is, thanks not only to print enhancement packages but also much better printers.

The type of pictures you choose depends on many factors. There are two main categories – structured and bitmap. I prefer bitmaps. There is a misunderstanding that you only get good quality output from structured drawings but that is a lie. The reason for this is simple: Bitmaps are more compatible with whatever application you care to name and support anything a program is capable of producing.

I'll give you an example. There are many different types of EPS and not all will work with applications that are supposedly EPS friendly. I also found that when testing some

## Jargon Box

*ASCII – Raw text. No formatting code other than perhaps tabs. Useful for taking text from a wordprocessor into a DTP package.*

*RTF – A slightly advanced ASCII format which enables you to take text from an application, retaining some of the formatting but not pictures and so on. In conjunction with Font translation tables, RTF can be useful for may who own a PC and an Amiga.*

*Separation – When you print a page in full colour (or spot colour) for output on a printing press, you will need to separate the process or spot colours so each one is printed on a separate piece of film. Only DTP programs handle this sort of work.*

*PostScript – A programming language popular for describing pages. Has many advantages and is the industry standard for publishing. In general, a PostScript page will print more quickly than one to a non Postscript printer. Only bitmap images slow down PostScript.*

## What You Need

***Hardware:***

***• Any Amiga, but the better your machine, the more adventurous you can be in the work you take on.***

***• Flatbed scanner. Now very affordable, flatbed scanners are the best way to get images into your Amiga. Other methods include hand scanners and digitisers.***

***• Printer. DTP just isn't the same without a printer! I recommend a modern inkjet because they can produce photo-realistic colour and pin sharp black and white. If you have to produce lots of copies, I recommend a laser.***

***• Large hard drive or removable drive. Each copy of my magazine takes up at least 30Mb of disk space, so having plenty is important. A Zip drive is a good way to give you that extra space you need.***

***• SCSI Port. SCSI is much more useful than IDE in my experience, and with a SCSI port you can connect Zip and Jaz drives, plus CD-Roms and scanners.***

***Software:***

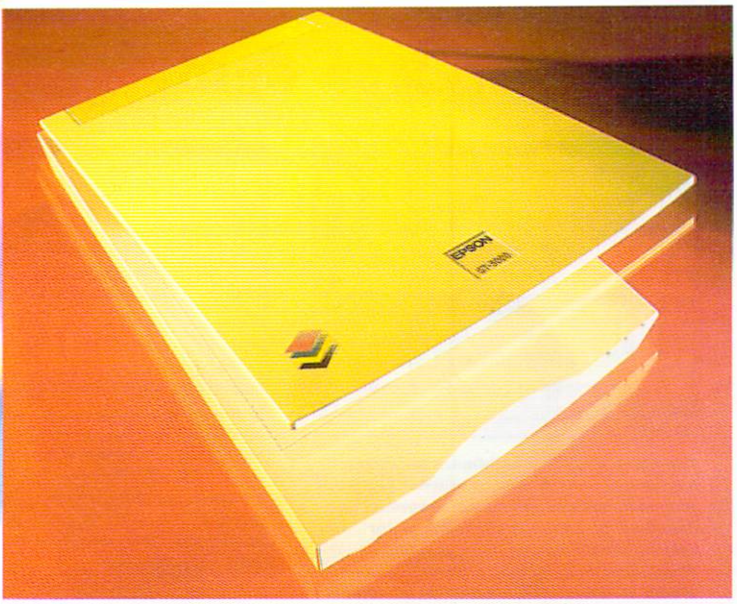
***• Word processor. One like Wordworth or Final Writer can be used for all your word creation and layout needs. I use Protext (sadly no longer available as far as I know) to create my words, even those for Amiga Computing!***

***• Graphics programs. You'll need something to process images starting off with a program like Personal Paint (or DPaint) but for those working with photographic images, I recommend a package that works in 24-bit fidelity. Packages like ImageFX, Art Effect and DrawStudio. ImageFX also comes with scanner drivers.***

***• Page Layout. You have three options here. The cheapest is PageStream 2SE, now available for only £25 in the UK. Next on the monetary ladder is Professional Page 4.1 at £49.95 with the best being PageStream 3 at £125.***

***• Print Enhancement Package. To make sure your creations come out on paper as good as they look on screen, you need either Studio II Professional or TurboPrint 5.***

***• Font Editors. Outline fonts are the bedrock of DTP and with TypeSmith, you'll be able to edit and create your own.***




**A flatbed scanner produces the best quality, and with prices going downwards, more Amiga owners can afford what was once a luxury item**

## The Publishing Industry

One of the most common questions I am asked is whether someone with an Amiga can make a living out of publishing. The answer is simple enough – yes. After all, I did it which is proof that anybody can. There is only one obstacle you will face and that is the industry that supports publishing. Don't be alarmed, you'd face the same problem if you owned a PC. That's because the printing industry is Macintosh based.

Whenever you want some high resolution film produced, you'll have to be ready for rejection because many bureaus, more through incompetence than anything, won't accept it. Many are not happy unless they have a document file, and Amiga document files won't load into Macintosh applications of course. So you hand them a PostScript file but quite a few don't know want to do with this, that's when the problems start.

My advice is to get a PostScript printer, and if you do spot colour work, find a printer that works from positive film. That way, you can produce your own film on the PostScript laser. If however, you want to do full colour work, get a PostScript laser for proofing PostScript files and a colour inkjet for doing colour proofs, but take a PostScript file from your application to the bureau. Show them the proofs of the separations and the colour proof and tell them simply to send the PostScript files to the image setter. Some will, some won't.

My advice is to get plenty of practise producing proofs which you can show your bureau, and iron out any possible problem areas before you get too far ahead of yourself.

applications, EPS images can take a lot longer to print to non-PostScript printers. If you have a PostScript printer, and only a small number of Amiga owners do, then the opposite is true. Structured drawings will print more quickly.

The big failing of a structured drawing is that, depending on what format you work with, you will be faced with various restrictions. Things like bitmap fills and transparent colours, which are now possible in a number of applications, are not possible in commonly used structured formats. Suffice to say, providing you stick to some simple guidelines, bitmaps will print every bit as well as structured objects.

If creating an image, make it big and scale down and if the program supports anti-aliasing, use it. If creating line art, make sure it is created at the same resolution as your printer. On-screen, the image is at 75 dpi (approx), so if you know you have to create a diagram one inch in size and your printer is 300 dpi, it must be created on a screen four inches wide and then scaled down in the DTP program. The one exception to this is DrawStudio, where you can create your image any old size and just select the resolution you require when exporting the image.

Taking words and mixing them with pictures can be done in a wordprocessor as already explained, but by far the best solution is to use a DTP program. These applications are page based. That means, the program gives you a clean white page and you are free to place whatever object you want, wherever you want, including columns of text that are linked.

This is the biggest single advantage that a DTP program has over a wordprocessor. There are no rules to follow, which in many cases, can make it more difficult because there's more room to make a mess of things and if my early work is anything to go by, most people starting out will do just that.

On the Amiga we only have one DTP application still being developed: PageStream 3. For those interested, it is available in the UK because I went out and bought a whole load recently.

It is, however, an expensive option and only for those with a healthy budget or some serious DTP to do. There are two other options – PageStream 2 and Professional Page 4.1, they are no longer being developed but still prove very popular. PageStream 2 will only set you back £25 including printed manual and for the casual publisher, it's probably ideal.

Professional Page 4.1 is a package I still use more than any other, even though it's many years old and no longer developed. I also have programs like QuarkXPress, PageMaker 6.5 and the popular PagePlus (PC), but they all suffer from one problem or another which is why I stick to Amiga publishing apps. When it comes to DTP, the Amiga does it as well as any computer.

## Jargon Box

*Process Colour – One which has to be separated into four colours – Cyan, Magenta, Yellow and Black. Bitmap images will always be separated into this for full colour output.*

*Pantone Colour – Although it can be many things, it is generally known for its spot colour library whereby you can stipulate a Pantone colour on screen (PageStream 3 and Professional Page 4) and then have the printer use his Pantone catalogue to mix an ink the same colour.*

*Pica – A unit of measurement. 12 points to one pica and six picas to an inch.*

*Anti-alias – Imagine two types of curves, black on a white background. One is just black and when printed, visible steps can be seen in the curve if not scaled properly. The second, with anti-aliasing, is where shades of grey are used to smooth the transition between the black curve and the white background, producing a smoothing looking line.*

## Useful UK phone numbers

***LH Publishing:*** DrawStudio, PageStream 2 & 3, Professional Page 4, TurboPrint 5, Personal Paint 7, TypeSmith and most other necessary pieces of software for DTP. Contact – 01908 370 230

***EyeTech:*** EnPrint. Printer software for Epson printers. Contact – 01642 713 185

***Softwood International:*** Final Writer, digitisers. Contact – 01773 836 781

***BlitterSoft:*** Art Effect. Contact – 01908 261 466

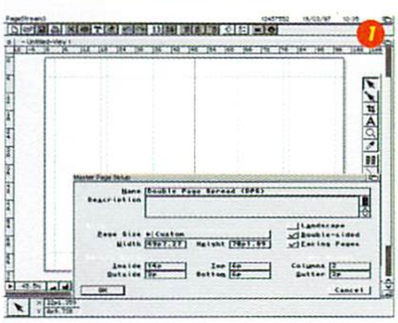
***Digita International:*** Wordworth 6 and Personal Paint plus other Amiga applications. Contact – 01395 270 273

***HiSoft:*** SCSI Devices, Studio II Professional, CD-Rom drives, Cinema4D. Contact – 0500 223 660

***Simply Computers:*** Cheapest retailer I know for printers and scanners. Contact – 0181 523 4020

***VectorJet:*** Printer consumables. Contact – 01763 273 115

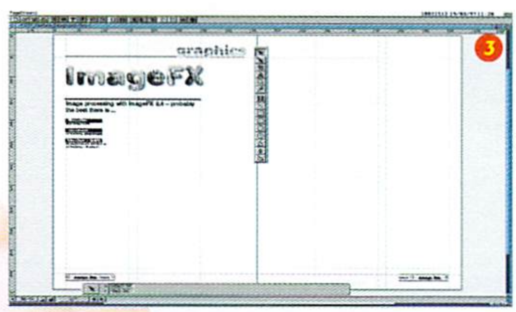
## Step-by-step guide to DTP



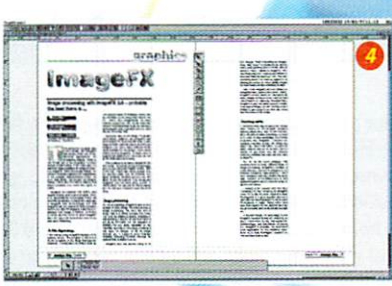
**1** *The blank page is a nightmare for many, but having a quick sketch of what you want to create will get you going. Programs like PageStream 3 have many features for helping create double page spreads. These functions include different coloured guides to help in the positioning of objects so you can generate a consistent look to a document*



**2** *In the case of a magazine layout, a heading is placed on the page along with a few other items. Notice the way the grid is used. This adherence to the grid can be broken occasionally to create a more freeform approach that will stand out among the other, more structured, layouts*



**3** *Pictures are added. Here the wide inside margins are used for illustrations. In some cases, you might like to break into a column of text with a picture. Many magazines do this to extremes with columns of text only a word or two wide flowing around pictures. I prefer to see images break in by less than a third of the total column width so the readability of the text isn't compromised*



**4** *The starting point with most layouts is the furniture that is repeated on every page within the document. These include headers and footers, as seen here*



**5** *Text is placed into linked frames as we see here. An eye catching drop cap is placed on the page to make the starting point of the article more noticeable. DTP programs are better with this sort of approach because text frames are more flexible to use than the fixed columns in a wordprocessor*



**6** *Finally, a boxout is added with extra information but set differently to the main text so the reader can see that this information is separate, and doesn't mistake it for the main body of text*

# Depth perception

**Dan Winfield** explains why he could not live without his CyberVision 3D



One of the best investments I have ever made for my Amiga has got to be a graphics card. My first one, a Picasso II, brought life back into my A4000 with fast 256 colour Workbench and higher resolutions. The move from AGA to the Picasso was much more noticeable than when I moved from my ECS A1500 to AGA all those years ago.

It wasn't long, however, before I wanted more. I found myself craving to view the Web in thousands of colours, use the new CyberGraphics screen modes in programs like Image FX and, most of all, keep up with the speed of graphics cards on the PC.

As if in answer to my need, Phase5 announced its new CyberVision 64/3D graphics card with 4Mb video RAM. I had read the reviews of the CyberVision 64 card in the past and decided to order one. The card was due to arrive in a couple of months so I sat back and waited. Good job I had registered CyberGraphics for the Picasso II while I was waiting, but 15bit screens were slow and I couldn't wait for a 64bit dream of a card.

I lost track of how long it took to arrive. Like all good Amiga users I am used to waiting, and eventually the card was delivered (several months late) in the first week of January. The slim black sexy box containing the CV3D was in my hands and all was forgiven.

## IN WITH THE NEW

The installation instructions seemed simple enough so I got into action. Here's a tip which may be useful; before you turn off your Amiga and start the install, make sure you set the Workbench screen back into an original mode that your monitor can see, or you will find you won't be able to see anything when you turn it back on with the CV3D. I had to put my Picasso back in and do this!

Opening up your machine requires a bit of care, make sure you keep all the screws safe as you take them out and remember that static electricity will cause damage if you do not take precautions. Buy, borrow or pinch a static wristband, take out all the power leads from the back of your Amiga and don't be too forceful.

Follow the instructions and you should soon have the card in place. The CV3D uses a new version of the popular CyberGraphics software which is up to v3 now. This was easy to install and I had no problem with setting the software to use the monitor file from the old Picasso CyberGraphics installation. Getting your monitor working with the CyberGraphics software requires you to use a program called CVMode, further help on this is on the Internet at the official CyberGraphics support site (see Web references).

One more reboot and I was ready for action. Booted fine, nice new boot logo, no error messages or anything unexpected. Start Image FX, crash. WHAT? Start Directory Opus, crash! Start ibrowse, crash! Doh! Start to panic. I read the manual and calmed down a little - some systems with accelerators need to have the latest Buster chip and mine was one of them (see box out).



***The CV3D demonstrations and the useful CyberPrefs***

## IMPRESSIONS

One week and one new buster later. OK, up and running and stable in 15bit 800*600, but what did I think?

The CV3D was definitely much faster than the Picasso II. Opening, moving and resizing windows was snappy. A big test for me was always going to be swapping between screens. I usually have three screens going - Workbench, a MUI screen for ibrowse/Web development and XWindows so I can run Netscape and other UNIX applications from our server across the office. Yes, again, it was snappy and many times faster than with my Picasso II and what's more, there are still draggable screens. I then proceeded to spend many hours trying out all my software, 3-D demos and getting the latest drivers from the CyberGraphics Web site.

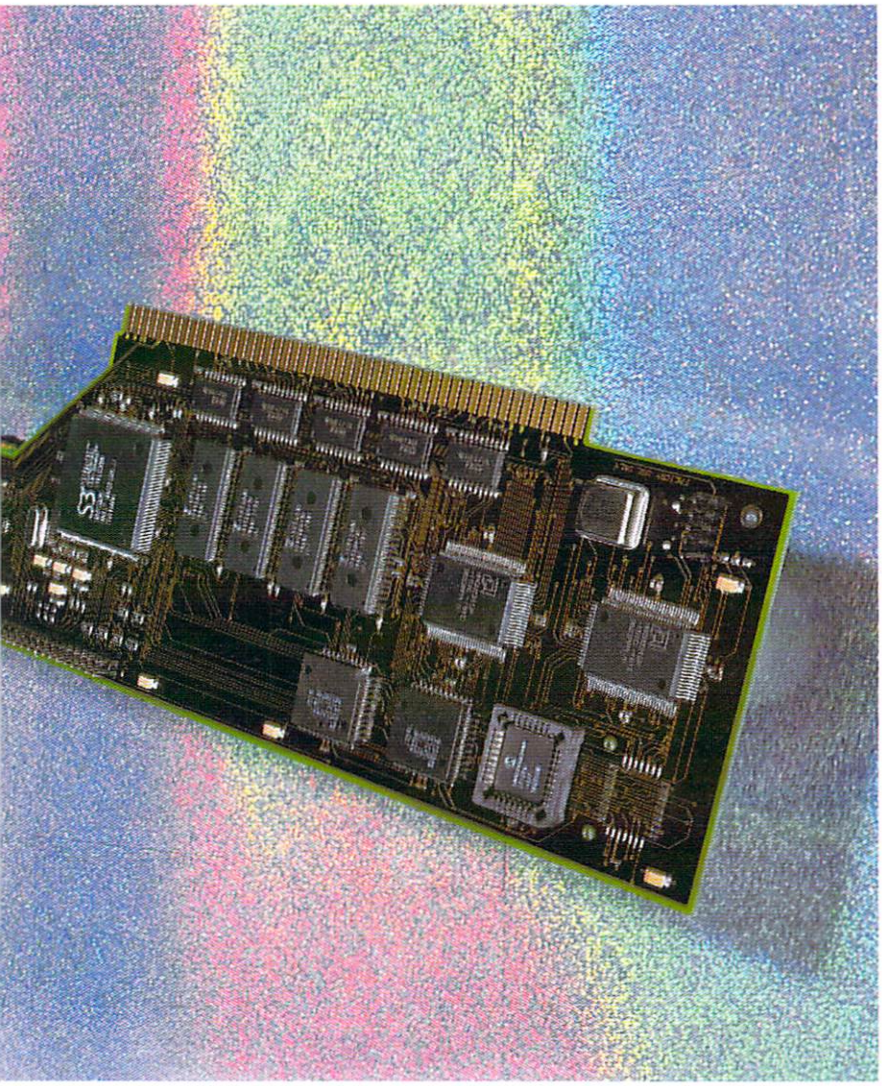
I was very happy with the CV3D, especially as I use my Amiga at work and the speed increase alone makes the card worthwhile. But this speed has been available in the past with the Cybervision64, so what about the new 3-D side of the card?

The CV3D is powered by the Virge graphics chip from S3 (if you want to delve into more detailed specifications, everything you need is on the CyberGraphics Web site). The 3-D demos that come with the board demonstrate the potential of the Virge chip.

They are simple texture mapped shapes that you can rotate using the key pad. If you play with your keyboard delay settings you can get them to spin more quickly and smoothly. I managed to get them to produce a suitably hypnotic effect as I stared at the screen rotating the objects round and then back again. I was impressed with this early demonstration and hope that software developers use it, particularly in 3-D rendering packages, in the future.

I have been using the card for nearly three months, five days a week and have found it very stable and a definite welcome addition to my set up. If you have a CyberStorm 060, as I do, then you will have pretty much reached the limit of what an Amiga can do at the moment, but don't sit back and feel all smug just yet.

The Picasso IV has recently been released and although I haven't tried it myself, it seems






*The incredibly useful CyberGraphics Web site*

to have very good specifications and represents extremely good competition for the CV3D. For a start it has its own 3-D module promised and a video pass-through as standard - wait a minute, this is a CV3D review not a Picasso IV advert.

There are a couple of expansion options worth mentioning that can be added to a CV3D. The first is a Scan doubler module, this will be essential if you rely on the old Amiga screen modes. The CV3D doesn't come with a pass-through as standard, and so it is impossible to see some Amiga screen modes, something I had been used to on my old Picasso II.

This is just not a standard option and not a problem because it is possible to buy one if you need it. I don't think I will, but I do want to get the Mpeg module. This option was promised for the original CV64 card but was never built due to S3 dropping support for the old Trio64 data bus. This module allows real-time Mpeg audio and video decoding without processor usage. You can even open the video into a window on Workbench in 15 or 16bit colour.

This is all very well, but I just read this on the Phase5 Web site because, as it stands, the module hasn't been released. I hope it is, but then again I am still waiting for the CyberStorm Ethernet module.

I did try out some speed tests using a program called SysSpeed, but really this is only useful if there is something to compare it to. I did not have a Picasso IV to hand, but when we review it I will make sure a statistical comparison is made. So you will have to wait for the heated head to head that will surely ensue.

Remember, if you want to use the latest drivers after you have bought your CV3D, they are on the CyberGraphics Web site. You will then benefit from extra options such as SUPERLAYERS which greatly speeds up all window moving.

All in all, I am completely happy with the CV3D's performance. I know there are some faster cards for the PC, but then who knows what the future holds now Gateway 2000 has bought the Amiga and with the pending release of the Power Up card with optimised RISC drivers from Phase5? If you want speedy graphics now, then the CV3D represents excellent value at £179.95.

## BUSTED BUSTER

When I installed my CV3D I soon discovered that I had to upgrade my Buster chip. There are bugs in some of the Buster chips on older Amiga 4000's, usually Revision 9 ones, which makes using Zorro III slots unstable with accelerators that operate at anything but the original 25MHz. Have a check and see what version you have.

My revision 9 was taken out and replaced with a revision 11, which I ordered from Dart Computer Services (0116 2470059). The installation was simple and everything worked a treat from then on. Again, more information about the Buster bug can be found on the CyberGraphics Web site.

## WEB SITE REFERENCE

Phase 5 http://www.phase5.de
CyberGraphics http://www.vgr.com/cybergfx
Virge http://www.s3.com/products

Files
Aminet util/moni/SSpeed22.lha

All the information you could ever need on the CV3D can be found on the CyberGraphics Web site. If you are not on the Internet yet, you are definitely missing out. Updates to drivers, utilities and help for the CV3D is immediately at hand.

## Bottom line

### PRODUCT DETAILS

| | |
|---|---|
| Product | CyberVision 3D |
| Supplier | Gordon Harwoods |
| Price | £219.95 |
| Tel | 01773 836781 |

### SCORES

| | |
|---|---|
| Ease of use | 90% |
| Implementation | 83% |
| Value For Money | 90% |
| Overall | 88% |

The sun is shining, the birds are singing and it looks like we are in for a long hot summer. Best of all, the Amiga has been bought, hurrah

# esp



## MONEY, MONEY MONEY

### WRITE IN!

If you have something you need to get off your chest then put pen to paper and write to ESP, Amiga Computing, Media House, Adlington Park, Macclesfield, SK10 4NP. You can also Email us at ESP@acomp. demon.co.uk We have various software bundles to give away for the best letters (please indicate whether you'd prefer serious software or games). We do try to reply to all Emails and letters, but at busy periods this is sometimes not possible so please bear with us

Amiga Computing is my favourite magazine of all the Amiga magazines out there. Why don't you allow a section where your readers put their interviews, games and opinions without an AC expert answering them? Why not have an art page where people draw pictures by hand or by computer that have to do with AC or anything else with the Amiga, and the best drawings of the month will win a prize?

Getting down to some real business. Why doesn't the Amiga Company publicise the Amiga with commercials on TV? Why do we pay so much for Amiga parts when we can buy parts for PCs at a cheaper price, and we can use it on the Amiga?

What I'm getting at is that the Amiga has a lot of potential and is the greatest computer in the world, but without any advertisements how will anyone know what the Amiga is? People may see an Amiga magazine on a news stand, but why are they gonna buy it if they don't have a clue of what type of computer it is?

Another thing -upgrades. The PC, for instance, has an MMX chip now, but what about the Amiga? PCs can be upgraded without too much work. How come the Amiga doesn't have special America Online and CompuServe disks like the PC?

I do not want to make it seem as if the Amiga is a bad computer, it is my favourite computer and games system, but if you don't let others know what it can do, then what's the point?

*Joey Di Perla, j_diperla_12@juno.com*

**Mmmm, so it would be like a letters page without me answering? Nah, my ego's too big for that sort of thing, and if I started letting you lot write games reviews we would have to fire Hugh and Amiga Computing Towers just wouldn't seem the same with the clomping of his size 12s.**

**If you know what you are doing, what is stopping you buying parts from a PC shop? Generally you will find that most Amiga shops deal with a much smaller number of customers but can provide dedicated Amiga help, and you know what you are buying is guaranteed to work with your Amiga. For example, if you ring up a PC shop and ask for memory, you could mean SIMMs, DRAM, SRAM, VRAM or WRAM. Whereas in an Amiga shop you would have no such problem.**

**I can tell you why there are no Amiga adverts on the TV - money. It is a fact that adverts are the single most expensive form of media and, at the moment, Amiga International has better things to spend its money on. Perhaps when a new machine sees the light of day we will see an advertising push.**

**As for MMX, you will never see that appearing for the Amiga as it is part of the Pentium processor and I think it's just a crafty ploy by Intel to force people to upgrade their processors to at least 166MHz. But as for Amiga's not being upgradable, that is just not true. With an A1200 you can upgrade the processor, memory, hard drive, add SCSI drives, CD-Roms, video grabbers, sound samplers and for the A4000, the sky's the limit.**

**What you seem to forget is that the Amiga is a minority computer platform, you might not like it but it is a fact. Companies such as CompuServe and AOL will never have Amiga support, unless someone practically gives them the necessary software.**

## WE'RE SO NASTY

I think you should start running a "Spot The Amiga" column. It's good fun and it heightens awareness. For example I saw an A1200 on the Working Lunch programme, BBC2, 20 Feb. It was reporting on a Welsh animation company, Serial, and was running an animation of a line a drawing of a cartoon that had been digitised. What do you think?

*Michael Barkhordar, mikebarkhordar@enterprise.net*

**A few years ago there was a spate of Amigas appearing on TV - largely due to a number of video companies using Amigas to produce computer screens that have to be seen on TV, and so avoid the flickering you would get from a normal PC screen display.**

**Sure, if you spot an Amiga you can write in. However, I'm not promising we will do anything with the letters. That's the sort of caring sharing attitude you have come to expect from Amiga Computing.**

## QuikPak, shmishpak

I found this on your Web page, and feel that I have to comment on it.

QuikPak does not, however, seem to agree with the numerous companies that said it should concentrate on cheap, entry level machines instead of the Video Professional market.

"The Video market is currently providing the only purchasers of A4000Ts - that is why we devote so much development to them," said Robinson. "Bringing back the A1200 was a huge mistake by Escom. 1992 systems re-introduced at ridiculous prices...hey, I'm a fanatic and even I wouldn't pay a thousand Canadian dollars for a computer I purchased for 599 dollars in the spring of 1994."

"The Video market people are the only ones that need an A4000T, as for the A1200 I agree, and furthermore I think that its all in one approach is butt ugly. I want separate keyboard from system, and front mounted drives".

"We do have an entry level system ready to go, but the big question is, will anyone buy one?" I will buy it if the price is right, and it has an Akiko chip, real NVRAM, RF, AV, SVHS, ARGB, video output, and a power PC604 100KHz CPU.

The demands for all-powerful Amigas at ever cheaper prices do not impress Robinson either. "Cheap, cheap, cheap...to these people who whine about cheap PC IBM clones, I say so buy one and shut the f**k up.". He continued: "The Amiga in my opinion has value. An A4000t at $1997.00 US with 16 Mb of Ram, a CD-Rom drive, SCSI II HD, a software bundle and all the wonderful capabilities it delivers, is good value. This is a true pre-emptive multitasking computer with unmatched video potential"

That's nice, but it still can't play Doom! I didn't buy an Amiga CD32, SX1, 2.5" 340mb HD, 4Mb Fast Ram to do rendering, I bought it to play computer games on my 35" SVHS TV using a multi-firing button Joypad and in NTSC. I take great pleasure in playing Frontier Elite II from my bed using only the CD32 Joypad, and feel sorry for other Amiga users who have to play it with a joy stick mouse and key board staring at a 14" monitor they will probably get haemorrhoids and spend their declining years glowing in the dark, sitting on those little round air filled doughnut things.

I also feel that it is necessary to give the people who created Guardian for the CD32 some praise for figuring out that NTSC players can play their PAL game if they let them move the game to the top of the overscan screen, too bad the morons at Sensible software didn't figure this out before they released Cannon Fodder CD32!

QuikPak hopes to have good news for the Amiga by the time this issue hits the shelves. Rest assured, we'll keep you up to date with the latest developments.

Looking forward to it!

*Eric Hyland, a007193t@bc.seflin.org*

**I'm sure you're glad you got that off your chest. I suppose now, pretty much everything that QuikPak, and VIScorp for that matter, have said will have to be redressed. I would imagine QuikPak will keep its current relationship with Amiga Technology/International and so produce its rather expensive A4000 systems, something you have pointed out yourself.**

**Somehow I don't think QuikPak was talking about an entry level PowerPC system - one thing I am looking for Gateway to allow is the Amiga's operating system to be ported to the PowerPC. This is something that will have to be done before we see any hardware coming from Amiga International, I would guess.**

**The PAL, NTSC screen display difference has always caused problems. I know there are a lot of people in Europe that would have liked to get their hands on a PAL Toaster system, but then NewTEK totally missed out on that market. Sorry, I was forgetting you are not interested in that sort of thing.**

**The problem you are facing is that the games market in the US is so small and as most Amiga game developers are European, they will simply ignore NTSC users. In reality, if programmers used the operating system this would not be a problem as you could choose the screen mode. The AmigaQuake port does this, along with multitasking and supporting graphics cards.**

**What you have to remember is that you and QuikPak are talking about two almost completely different machines. You want a PlayStation, MMX beating, Amiga games machine. Whereas QuikPak simply wants to sell machines based on current Amiga technology, for which the only current market in America is high-end Toaster/Raytracing systems.**

**You almost point out the problem yourself, you want a PowerPC system, and this is something I doubt QuikPak would ever have been able to produce. It would require a large cash investment, not only to employee the programmers to port the OS but also the engineers to design the hardware, even using off the shelf parts. Gateway however, has the financial muscle to make things happen.**

## Amiga "Take-over"

Reading Tom Broekmans letter from The Netherlands in issue 110, I couldn't help but comment. He asks "Why is the take-over taking so long ?" It is an unfortunate fact that it is in the liquidator's interests to drag the process out as long as possible because that is how they make their money.

On a more positive note, it would only take some sensible marketing and clever pricing, clearly aimed at the many families who still haven't got a PC only because they can't afford one, for the Amiga (1200 with a big hard drive and 8Mb of Ram - no need for acceleration) to gain a good hold again in the home computing marketplace.

That is definitely what should be done. Working as I do - on PCs for families that can afford them, don't really need them and can't use them - I go back home to my Amiga and wonder why they aren't using one of these!

We (as Amiga users) know what even the most basic machine is capable of, and it is time someone out there in the computer industry realised it and did something about it. There is a real need for an alternative to the PC, and we need it fast.

*Kim Fyson, Kim@draught.demon.co.uk*

**I am very, very happy to be able to say the wait is finally over and the Amiga has been bought, as I am sure you all should be aware of by now. You are correct in saying that it is the job of the liquidator to get the best possible deal, as they are working on behalf of the creditors who want their money back, but in doing so they may have actually done the Amiga some good. A large company such as Gateway 2000 has substantial financial backing that could get some serious development underway, but that is something we can look forward to sometime in the future.**

**On your main point, I could not agree more, there is clearly a gap in the computer market that PCs do not currently fill, and perhaps never will. Due to the continuing growing hardware specifications of software and games, second hand PCs may always be under specced.**

**Thanks to the low hardware overheads of the Amiga's operating system, systems ranging from set top boxes, low cost home computers, all the way up to full blown file servers could be based and developed around the Amiga's operating system.**

**When it comes to the A1200, I think the hardware is woefully out of date - the display hardware being the main problem. On the whole, I do agree that an A1200 with hard drive, 8Mb Ram and an 030 would make a perfect home computer. Particularly if the bundle could be sold for £400. I still think the major stumbling block is the display, as 256 colours on-screen is the absolute minimum people expect and, lets face it, AGA can't cut the graphical display mustard (whatever that means).**

# Your first Windows

C programming Part 6

Paul Overaa rounds up his introduction to the C language with intuition

Although I've only been able to cover a very small part of the C language during the last few months, it should have been enough to convince you that learning about the basic syntax requirements of C is not particularly difficult. This changes dramatically however as you move into Amiga specific areas of C coding. The reason? It's not C itself that's to blame - it's because there is a whole new set of Amiga system conventions to come to terms with.

One area that you will need to learn about straightaway is how to use the Amiga's libraries. With the exception of the exec library (which is always available), these have to be 'opened' using the exec OpenLibrary() function and if this returns a library pointer that is not zero, then the library is open and ready for use.

What does the code look like? Well, to open the Intuition library for example we'd use a statement like this...

```
IntuitionBase=(struct IntuitionBase *)
OpenLibrary("intuition.library",0);
```

IntuitionBase is a variable that we define elsewhere in the program. The (Struct IntuitionBase *) item is known as a 'cast' and in this case allows us to tell the compiler that it should view the value returned by OpenLibrary() as a pointer to a system structure called IntuitionBase. Casts do not alter the return values - they're essentially used just to keep the compiler happy.

After use, the program must close the library by using an exec CloseLibrary() function but of course neither this operation, nor any preceding use of any library functions, must be done unless the library opened successfully in the first place.

This is where the C language's 'not equal to' conditional test statement, !=, comes in handy. By testing the value of IntuitionBase after making the OpenLibrary() call we can guard against ever using a library that isn't open with code like this:

```
if (IntuitionBase!=0)
        {
        /* here we could do something */
        CloseLibrary((struct Library
*)IntuitionBase);
        }
```

The CloseLibrary() call, and any other statements written between these braces, will then only be executed if the returned library pointer is non zero (which in C terms is taken to indicate a 'true' condition).

## Windows

Listing 1 puts all these ideas together in a small program that opens the intuition library and then makes a call to a function called OpenWindowTags() which creates a window for us. The initial 'include' statements are references to header files that, amongst other things, contain prototypes which tell the compiler how various Amiga library functions are used. Parameters like WA_Left in the window opening call are known as tags and, coupled with the values supplied are the standard way of passing information to many Amiga library functions. The tags I've used set the position and size of the window, give it a title and indicate that the window should be given a drag bar (many more standard tags are defined in the Amiga system header files).

Intuition quite simply reads these tag values and then creates a suitable window. Normally an Intuition program would then monitor things like menu or gadget activity by requesting messages to be sent and it would terminate only when the user selected say a window close gadget or the 'quit' option of a menu. This 'event handling' approach, however, is far too involved for our example and so instead I've made use of the DOS library's Delay() function to provide a delay of about four seconds (this simply ensures that the window exists for long enough to be visible)!

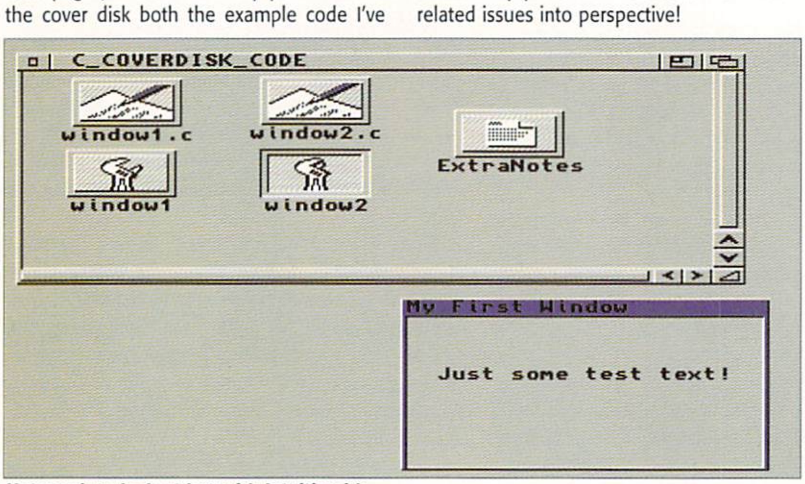
Most startup code that compilers attach to Workbench runable programs, incidentally, opens the DOS library as a matter of course and this is why we did not need to explicitly open this library in our example code. At the risk of adding to the confusion here it's perhaps also worth pointing out that a number of Amiga compilers, including Dice C and Storm C, do in fact provide automatic library opening schemes which allow you to make library calls without explicitly opening the libraries in the way I've described.

```
#include
#include
#include
struct IntuitionBase *IntuitionBase;
struct Window *window_p;
main()
{
IntuitionBase=(struct IntuitionBase *)OpenLibrary("intuition.library",0);
if (IntuitionBase!=0)
        {
        window_p=OpenWindowTags(NULL,
                WA_Left,20, WA_Top,20,
                WA_Width,200, WA_Height,100,
                WA_DragBar,TRUE,
                WA_Title,"My First Window",TAG_END
                );
        Delay(200);
        CloseWindow(window_p);
        CloseLibrary((struct Library *)IntuitionBase);
        }
}
```

***Listing 1: This has got to be about the simplest Intuition program that can be written!***

## And That's It...

Well at least as far as this C introduction goes. But don't panic, there'll be plenty of other C tutorials popping up from time to time (plus a little extra C coding help on our Web pages). Needless to say you'll find on the cover disk both the example code I've discussed and a slightly extended version that makes use of an intuition function called PrintIText() to display some text in the window. You'll also find a few extra notes that should help put a number of other Intuition-related issues into perspective!




***Not much to look at but with Intuition it's definitely best to start with something simple!***

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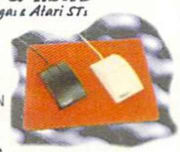


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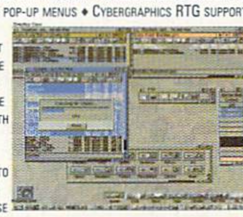
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# Coffee and cre

**Karl Jeacle** takes a look at the future of Java and the Amiga



Spring 1995 saw the launch of Sun Microsystems' new portable programming language, Java. It took some time before multi-platform support became available, and it established itself as a technology that could bring interactivity to the WWW. Two years later, Java is still a buzzword in computing magazines and people are starting to realise that it has potential to do a lot more than just run applets on Web pages.

There is an incredible amount of hype surrounding Java. Once you wade through all this dross, however, you realise that while Java has great potential, it is really nothing more than a programming language.

## Java overview

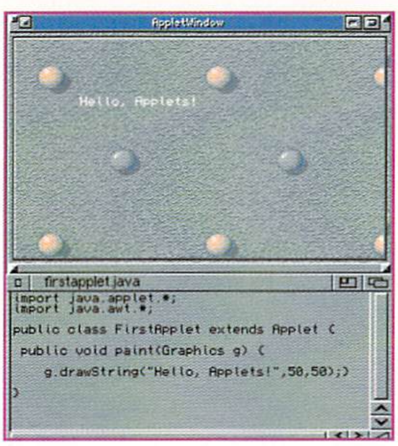
There are a number of features which make it stand out from all the other languages out there, but probably the most important aspect of the language is Sun's push to make Java code as portable as possible. The idea is that Java code can be written and compiled on any machine (that has a Java compiler) and the resulting executable can be run on any machine that has a Java runtime engine. Sun call this 'write once, run anywhere'.

This is achieved by not compiling Java code




into a native binary executable for a particular CPU architecture e.g. Intel x86 or Motorola 680x0, but into a bytecode for a 'virtual machine'. This machine can be thought of as a machine which has a Java CPU instead of an Intel or Motorola processor.

Because the world is not full of machines with Java CPUs, we need a piece of native




*A basic Java applet running under the KOFFIE JVM*

software on our computers to emulate this imaginary Java CPU. This piece of software is called a Java runtime engine or Java Virtual Machine (JVM).

The JVM's job is to emulate a virtual machine running a Java CPU. When Java was launched there was obviously no such thing

## The future

It looks as though Java is here to stay, for the foreseeable future at least. Sun wants the language to be ubiquitous. Its range of Java chips allow everything from toasters to workstations to support or make use of Java in one form or another.

If Java continues the way it's going right now, the advent of native Amiga Java support could breath new life into the machine. The number of applications available to Amiga users could literally double overnight.

Leading software companies such as Corel are releasing Java based versions of top applications. Java's portability means reduced development costs for maintaining separate PC and Macintosh ports. The advantage to Amiga owners is that this increased ease of portability could lead to many big name applications suddenly running on the Amiga.

Java is still a buzzword in the computing industry. All the major platforms now have Java ports. Given the recent state of affairs in the Amiga world, it's no surprise that an Amiga port isn't quite there yet, but at least a number of initiatives are underway.

If nothing else, the Amiga is a survivor. I'm optimistic that in the not too distant future Amiga users will be actively developing and running Java applets and applications natively, no matter what kind of Amiga they own.

# The building blocks of freedom



*Sun claim their line of Java chips will free users from being tied to conventional CPUs*

am

as a Java computer. However, Sun is now shipping real Java CPUs, so before long, many machines may have Java co-processors on board, to handle Java code natively, in addition to a conventional CPU for existing applications.

So in theory it shouldn't matter what kind of computer you have to run the latest greatest applications - as long as they are written in Java. Application developers should be free to develop code on any platform which can generate Java bytecodes, and this code should, in turn, run on any machine that has a Java runtime engine.

## Compilers

At present, the only Java compiler available for the Amiga has come from Fred Fish's ADE (Amiga Development Environment) initiative. It's a port of the Unix GNU program, guavac. As with many Unix programs, there is no fancy front end. You just run it from a CLI prompt and tell it what Java files to compile.

As far as programming is concerned, Java is very similar to C++. If you have already programmed in C++ or have C experience with a knowledge of object oriented principles, you should be able to pick up Java quite quickly.

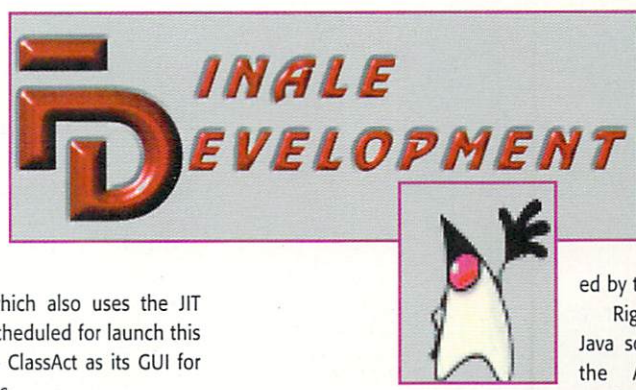
## Runtime engines

P'Jami was the first attempt at porting Java to the Amiga, but unfortunately this project seems to have fallen by the wayside. In recent months, however, a number of new projects have appeared that are all working independently to create a fully functional Amiga JVM.

Kaffe is another ADE Unix port, and is already an established JVM on many other platforms. It attempts to implement the JVM by using a Just-In-Time (JIT) compiler. The idea here is to do some smart pre-compilation and convert Java bytecodes into native machine code on the fly so as to increase the speed of the interpretation process. A normal JVM will simply convert each bytecode instruction it receives on an individual basis, and is thus a rather slow process.

Finale Development is an up and coming Amiga developer that has announced MOca, a native Amiga JVM which also uses the JIT technique. MOca is scheduled for launch this summer and will use ClassAct as its GUI for running Java programs.

KOFFIE is a Freeware Amiga JVM written by Jacco van Weert. Beta versions are available on Jacco's Web site. KOFFIE is based on a system called BEAST which offers programmers an environment for developing object oriented programs using any language. For the OO literate amongst you, KOFFIE implements Java classes as BEAST classes, which means you could develop code in C or C++ with BEAST, but still make use of the functionality provided by the Java APIs.




Right now, the only full Java solution available on the Amiga is via a Macintosh emulator such as ShapeShifter. You don't have to use the Mac exclusively though, it's possible to compile applets on the Amiga with guavac and then flick screens to the Mac where you can use either the Sun or Apple Java Development Kit (JDK) to run the applet.

## Java Resources

It's no surprise to discover that the best place to look for more information on Java is on the Internet, so below are some useful URLs which should tell you more about everything discussed in this article.

**Finale Development MOca**
http://www.finale-dev.com/

**KOFFIE**
http://www.IAEhv.nl/users/weertj/KOFFIE/KOFFIE.html

**Amiga Java Page (P'Jami)**
http://www.sss.co.uk/~nt/hotjava.html

**Fred Fish's ADE**
http://www.ninemoons.com/products/ade.html

**Guavac**
http://http.cs.berkeley.edu/~engberg/guavac/

**Kaffe**
http://www.kaffe.org/

For more information on Java in general, check out Sun's own Javasoft site. It has all the specifications, white papers and latest information on what's hot in the Java world. If you're looking for Java applications, or libraries of code to help you write Java applets, Gamelan is for you.

**Javasoft**
http://www.javasoft.com/

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There are many books on Java now available, although most are aimed at programmers. If you want more general information on Java, by all means go to your local bookstore, but you'd be far better surfing the Web for articles, press releases and product reviews. If you're thinking of buying a Java book, an invaluable guide to some of the books available is at: http://sunsite.unc.edu/javafaq/books.html

If you are buying a book, make sure it covers the recently released version 1.1 Java language specification and not the older, more common 1.0.2 release.

Despite the flexibility of Java as a general purpose programming language, its Internet popularity means that Web browsers are most likely to be the first Amiga applications to make use of Java.

Because of the amount of work involved in creating a JVM, Amiga Web browsers will probably provide Java support by using one of the existing Amiga JVM ports. Yvon Rozijn, author of AWeb, has indicated that this will be the path he will follow, and as soon as a suitable JVM is available, he will incorporate it into AWeb. No doubt other browsers such as iBrowse and Voyager will follow suit.

Finale Development's Web Cruiser (which should be available by the time you read this) is the latest Web browser on the block. In addition to the usual array of features, such as HTML 3.2 and Frames, Finale claims that Web Cruiser will support inline Java applets as soon as its MOca JVM is available (2nd quarter 1997).




***Wide acceptance of Java on the Internet guarantees Java a solid future as a language***

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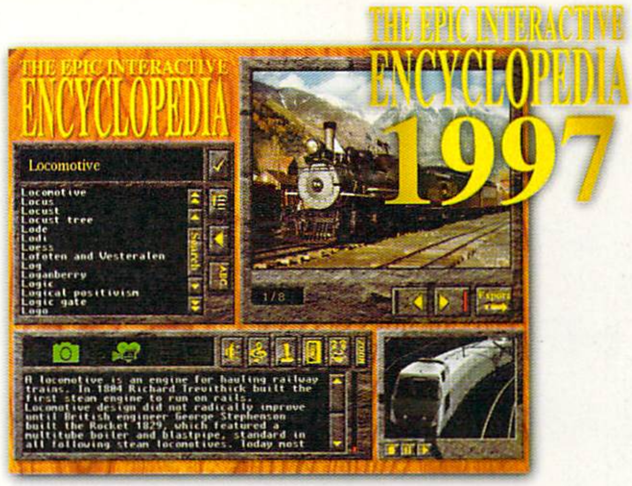
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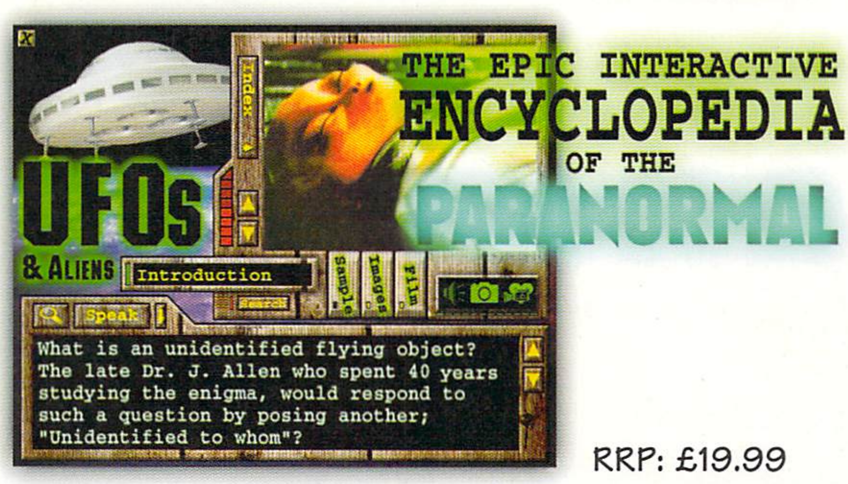
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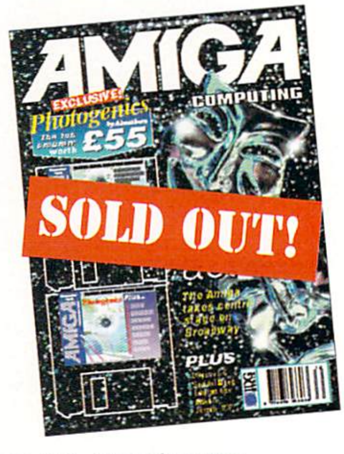

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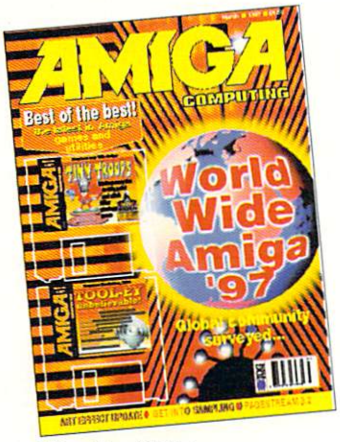

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```
Animation.datatype
Realtime.library
Tapedeck.gadget
```

I believe that all these files are part of the Workbench 3.1 release. I only have Workbench 3.0, so where can I get these files from?
*Jim McHugh, jamesm@apricot.mee.com*

**It seems you have diagnosed your own problem. As the Mpeg data type is a subset of the animation data type class, you need this before you can use the Mpeg player. The tape deck library handles drawing the control tool bar that it uses and the real time library, I think, handles the spooling of animation data from the hard drive.**

**Unfortunately, the only legal way to get hold of these files is to buy the Workbench 3.1 upgrade kits as they were never released separately. The bad news is that these kits are not cheap, the even worse news is that current stocks are very low.**

**Seeing however, that Gateway has now taken over Amiga Technologies, perhaps we could see a Workbench 3.1 upgrade kit for current 3.0 users, and perhaps the bugs in the original version can be taken out too. Otherwise the only other way is if you had a friend who had the 3.1 disks, and they were to perhaps loose those disks for a while...**




*There is a Mpeg player out there, and very good it is too*

## EN PRINT

I'm interested in buying an Epson Stylus 500 or possibly the new 600. I know there are a number of software packages available to allow the top 720dpi or 1440dpi printing resolutions, but I'm not sure exactly what is best suited to a 2.04 Amiga.

I believe EnPrint is a much cheaper option than Studio II, and then there is also TurboPrint. Any advice regarding this and where I can obtain EnPrint would be very welcome.
*Boz, bodymelt@bbs.paralex.co.uk*

**EnPrint was reviewed back in issue 105, along with the Epson Stylus 500. At the time it got 84 per cent, as it was producing print results comparable to TurboPrint. What you have to remember is that Studio II and TurboPrint are generalised print managers, so will work with any printer that you have a print driver for. EnPrint, however, only works with the Stylus range of Epson printers, so is a little cheaper. EnPrint is an American product but is available in the UK through EyeTech, ring 01642 713185.**

## AREXX

Hi folks, tiny problem really and I feel stupid asking. When I run OctaMED SoundStudio, a requester comes up and says it can't find the ARexx port. The only option is "Proceed" which when clicked still allows the program to continue. What am I doing wrong or what can I do to get rid of this annoying little requester.
*Stuart Smith, 106413,2104@Compuserve.com*

**The only thing I can think of is perhaps you have not run RexxMast, which is the server program that runs ARexx scripts. Even so this should not stop SoundStudio running, but it is worth a try. RexxMast is found in the system drawer on your Workbench drawer, just drag it over to your WBStartup or you can add it to your user startup.**

## AMIGA PROBLEMS

I have an Amiga A500 with a GVP Series II 40Mb HD, two external disk drives, one being a high density drive, and 5Mb of ram (1Mb being chip).

The problem is that my Amiga crashes in a major way. After the computer has been on for a period of time, only half an hour in some cases, the internal disk drive starts searching for a disk. This is then followed, after another five minutes or so, by the screen colours playing up. Large patches of red, green, blue and sometimes yellow appear. This is followed by the picture disappearing altogether, almost as if it weren't tuned into the TV set (the Amiga is connected to a TV via a modulator).

When the picture finally disappears the sound starts to play up, until nothing can be heard. What I find strange is that if I connect the computer up to a TV through the B/W video output, the picture is fine! However, the other problems persist. Could it be one of the controller chips that is causing all these problems? Could you also tell me why the Amiga is so slow at printing, compared to a PC?
*Paul Ellis, P.H.Ellis@Sheffield.ac.uk*

**Sounds like your Amiga is broken to me! However, the B/W output you refer to is actually called the composite colour output. If you have a television that has a composite input, they look like normal audio plugs, you could get away with using this. I think the composite output works separately from the main RGB output. The other possibility is that the modulator is broken, in which case this could be fixed with a £35 bit of kit, in the form of a replacement modulator. Unfortunately I don't know of a way to test if the modulator is working correctly except for trying it on another Amiga.**

**Unless you compare your A500 against a 7MHz 286, a PC is always going to be faster, even a crappy 486 is going to be 40 times faster than your A500, and is the main reason why they print so much faster.**

## A500 HELP NEEDED

Hi there, I currently have an Amiga 500, that doesn't go. I'm not completely certain at this stage, but I assume the power supply has gone.

Could you let me know an address on the Net for both, diagrams for the power supply, and diagrams for the Amiga? Or possibly any good Amiga sites that might help me to get this A500 going? The Amiga 500 is a 1990 model, with a fat Agnus.

*Dave, orchisda@ee2.ee.cit.ac.nz*

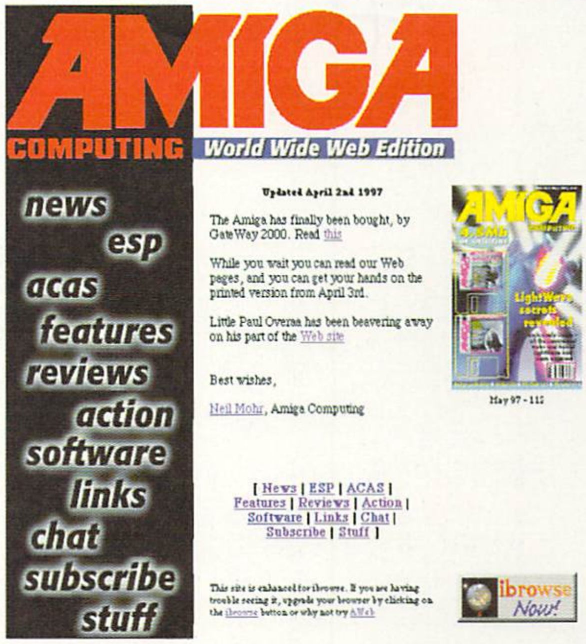
**I never like it when people talk about power supplies, wiring and diagrams. I always get a vision of the person's skeleton lighting up like they do in cartoons.**

**To be honest, I do not know of any sites that have exactly what you are looking for. Amiga Computing's own site has a good selection of Amiga, general computing and other interest sites, just point your browser at http://www.idg.co.uk/amigacomp/ and follow the links button.**

**Of course, if you are searching for specific Amiga links, you can't go wrong by using either the Web Directory http://www.cucug.org/amiga.html or AmiCrawler http://www.amicrawler.com/.**

**The one place that I have come across that may be of use is the HardWare book at http://www.blackdown.org/~hwb/hwb.html that keeps a list of all sort of computer diagrams and cable pin outs.**

**One more place worth a look is Aminet, in the hard directory you will find all sorts of documents describing projects and upgrades you can perform on your Amiga. It may be you will be able to track something down of use. The best way to find something in Aminet is to either download the complete index file from the root of the Aminet directory, or get the specific index from which directory you are interested in. One final way would be to use the Aminet search page at http://harvest.tu-clausthal.de/AmiNET/.**




***There is a Mpeg player out there, and very good it is too***

## A600 EXPANSION

I would like to know if it is possible to upgrade an A600 by putting more than 1Mb on the trapdoor edge connector? I have a board which claims to take standard Simms so what is stopping me putting 4x2Mb in instead of 4x256K? I have been told that the computer can only address 1Mb via this connector, but vaguely recall 1.5Meg upgrades being available for the A500, am I mistaken?

Also, I recently bought a second hand hard disk, encountering the under-publicised Kickstart bug with Rom versions 37.299 and under, in that my computer failed to notice that it had an IDE interface. Virtually no-one is aware of this fault, and people in computer shops were telling me it was because I didn't have the right software etc. etc. A new ROM (admittedly at £20) was all that was needed. Let this be known.

*P.J.Moore, P.J.Moore@uea.ac.uk*

**I do remember that there were memory upgrades for the A600 that let you go beyond the 2Mb limit, but as to whether they required you to modify the A600 at all, I couldn't say. If you do try fitting the other Simms, at best, you will probably be wasting your money and at worst, could damage your A600.**

**Another option, and a way to increase your memory is to buy one of the A600 accelerator boards that have appeared over the last year. One was produced by Apollo and the other by a German company called M-Tec and, to be honest, the German version was better, due to the fact it fitted over the original A600 processor much more securely.**

**Going for the accelerator will not only give you a much faster A600 (I think the M-Tec was a 40MHz 030) but also, as they take normal memory Simms, up to 8Mb can added. If you want to contact M-Tec you will have to call them in Germany on +49 (0)2041 4656.**

**As for the A600 hard drive problem, I did know about that, you have to get up pretty early in the morning to get one over on us, well about eight o'clock should do. You were pretty unfortunate, as apparently only the first batch of A600s where shipped with the ROM that did not support the internal IDE interface. Blame Commodore that's what I say.**

## DISK CONVERSION

I have an old Amiga 2000 and wish to convert some Amiga word perfect files to files I can run on my Pentium. I now have Microsoft Word and Windows 95. While I know there are programs like CrossDos, the Amiga will not write to high density disks - the only type my PC will take. Do you know of any solutions to this problem or commercial companies who can make conversions of this type?

*Sharon Levinsky, kiwi@ns.net*

**True enough, the Amiga cannot read HD disks, but the PC should still be able to read normal double density PC formatted disks, and with CrossDos, your Amiga can as well. In Windows 95 when you format a floppy disk there is a pull down menu that allows you to select how the disk should be formatted, using this just select 720k. Now with CrossDos you can copy files on the Amiga side.**

**Another solution would be to transfer the files using a serial cable and the appropriate comms software. Using a null modem cable connected to your Amiga and PC. On the Amiga side, a program such as Term or NComm would do the trick and you would need a similar terminal program on the PC.**

**Using ZModem transfer you will be able to move files from one computer to the other over the serial cable. The option if you need to regularly use your Amiga and PC together is the Siamese system reviewed this issue.**

## GVP RAM!

In your reply to T. Broekmans in the March issue, you imply that he needs the special GVP ram from Power or M-Tec. Well he doesn't, the GVP HD8 uses bog standard 30 pin Simms available from any supplier (I know as I have one in my 2000). The special GVP Simms are only for the GVP Accelerators!

*Steve Whalley, stevew-3d@insight-media.co.uk*

**Thanks Steve, I'm not completely infallible and my apologies to Mr Broekmans.**

## acas

**Do you have a problem? Do you sometimes find yourself poised over your Amiga with axe in hand, spouting profanity at the stubborn refusal of your software or hardware to behave in the correct manner?**

**Well, calm down and swap the axe for pen and paper, jot down your problems, along with a description of your Amiga setup, and send it off to Amiga Computing Advice Service, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP. Alternatively you can e-mail us at ACAS@acomp.demon.co.uk**

# Casablanca




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## *What Is The Casablanca?*

Casablanca is a device which allows anyone to edit video, simply, and in a non-linear fashion. It works by recording video scenes from a camcorder, on to an internal storage module. The scenes can then be trimmed, split into shots, and re-arranged at will. You can also add transitions between scenes, and professional image processing effects, plus new soundtracks, slow, quick or reverse sequences.

## *So, How Does It Work?*

Casablanca connects between your camcorder and video recorder. You don't need any special monitor, as you can use your existing television. Using a Casablanca requires no computer experience. The controls and displays are clear, simple, and easy to understand. All video and sound information, plus effects and transitions are held on the storage module.

## *What Models Are Available ?*

Casablanca is available with a choice of three storage modules. Module 2 can hold 31 mins of VHS, 16 mins of SVHS, or 10 mins of DV quality video. Module 4 offers double those storage times. Module 9 can hold 140 mins of VHS, 72 mins of SVHS, or 47 mins of DV quality video. The storage module is removable, and additional ones are available. This allows you to work on multiple projects simultaneously.

### Technical Specifications

Full Motion JPEG Compression, CCIR601 Resolution (720x576 Pixels) at 50 Fields/sec. Internal capacity from 10 minutes to 4.7 hours, external storage expansion will give between 2.2 and 15 hours, depending on quality. Composite & Y/C Video in and out, on front and rear. RGB out via SCART on rear. Optional FireWire (P1394) module for connection to MiniDV camcorders with digital output (eg. Sony). 3 Tracks of Stereo audio, 16-Bit resolution at upto 44KHz sample rate.

## *Where Can I Get More Details ?*

Casablanca is available from a number of specialist video retailers around the UK, and is also available by mail-order from Britains favourite ***AMIGA*** supplier :-

**White Knight Technology**

If you would like a Casablanca brochure, please call.

**Tel : 01920 822 321 or Fax : 01920 822 302**

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## A4000/T Accelerators

| | |
|---|---|
| **CYBERSTORM MK2** | |
| 68060, 50MHz | £ 509 |
| 68040, 40MHz | £ 319 |
| SCSI Controller | £ 89 |

## A1500/2000 Accelerators

| | |
|---|---|
| **BLIZZARD 2060 & 2040** | |
| 68060, 50MHz + SCSI | £ 525 |
| AmigaOS 3.1 for 2060 | £ 89 |
| 68040, 40MHz + SCSI | £ 309 |

## A1200 Accelerators

| | |
|---|---|
| **BLIZZARD 1260 & 1240** | |
| 68060, 50MHz | £ 429 |
| 68040, 40MHz, Needs tower | £ 245 |
| SCSI Controller | £ 85 |

## 24-Bit Graphics Cards

| | |
|---|---|
| **CYBERVISION 64/3D** | £ 205 |
| CV 64/3D Scandoubler | £ 75 |
| CV 64/3D MPEG Decoder | £ 155 |
| **PICASSO IV** + F/Fixer | £ 299 |

## Monitors

| | |
|---|---|
| 17" Microvitec 1701 | £ 479 |
| 14" Microvitec 1402 | £ 259 |
| 14" Microvitec 1438S | £ 289 |
| 17" Hi-Res SVGA | £ 529 |
| 15" Hi-Res SVGA | £ 259 |
| 14" Hi-Res SVGA | £ 209 |

## Genlocks

| | |
|---|---|
| LOLA 2000 | £ 349 |
| LOLA 1500 | £ 175 |
| RENDALE 9402 | £ 295 |
| RENDALE 8802-FMC | £ 145 |

## Video Digitisers

| | |
|---|---|
| VLab Y/C Int. Last Few at | £ 199 |
| VIDI 24 RT PRO Ext. | £ 249 |
| VIDI 24 RT Ext. | £ 149 |

## Networking

| | |
|---|---|
| AMIGANET Ethernet | £ 179 |
| ARIADNE Ethernet | £ 179 |
| AmiTCP/IP Software | £ Call |
| LIANA Parallel 2m | £ Call |

## Hard Drives (3.5") Bare

| | |
|---|---|
| 2.1Gb SCSI-2 | £ 329 |
| 4.2Gb SCSI-2 | £ 749 |
| 9.1Gb SCSI-2 | £1299 |
| 1.2Gb E-IDE | £ 179 |
| 1.6Gb E-IDE | £ 195 |
| 2.1Gb E-IDE | £ 215 |
| 2.5Gb E-IDE | £ 249 |
| 3.1Gb E-IDE | £ 285 |

## Memory SIMMS

| | |
|---|---|
| 4Mb, 72 pin, 70ns | £ 25 |
| 8Mb, 72 pin, 70ns | £ 45 |
| 16Mb, 72 pin, 60ns | £ 89 |
| 32Mb, 72 pin, 60ns | £ 159 |

## Cartridge Drives (SCSI)

| | |
|---|---|
| ZIP 100Mb Ext. + Cable & Term | £ 155 |
| ZIP Disks (x 5) | £ 79 |
| JAZ 1Gb Ext. + Cable & Term | £ 465 |
| JAZ Disks (x 3) | £ 255 |

## CDROM Drives (Bare)

| | |
|---|---|
| 4 x Speed SCSI-2 | £ 99 |
| 6 x Speed SCSI-2 | £ Call |
| 8 x Speed SCSI-2 | £ 159 |
| 6 x Speed ATAPI / IDE | £ Call |
| 8 x Speed ATAPI / IDE | £ 95 |

## CD Writers (Bare, No S/W)

| | |
|---|---|
| Philips CDD2600, SCSI | £ 349 |
| HP 6020i, SCSI | £ 399 |
| Master ISO CD-R Software | £ Call |

## Software

| | |
|---|---|
| SCALA MM400 | £ 199 |
| SCALA 400 + ECHO | £ 299 |
| TV Paint 3.6 (needs CybergraphX) | £ 749 |
| ART EFFECT | £ 149 |
| MAINACTOR BROADCAST | £ 165 |
| DIAVOLO BACKUP PRO | £ 69 |
| AMIBACK 2 Backup S/W | £ 39 |
| CLARISSA Professional V3 | £ 179 |
| ADORAGE V2.5 | £ 109 |
| MONUMENT DESIGNER V3 | £ 225 |
| MONUMENT CREATIVE CD | £ 59 |
| ANIMAGE V1 | £ 99 |
| AMIGA OS 3.1 A500/1500/2000 | £ 89 |
| AMIGA OS 3.1 A3000/3000T/4000 | £ 99 |

## Miscellaneous H/W

| | |
|---|---|
| OKTAGON SCSI card | £ 89 |
| AT-BUS 2008 IDE card | £ 89 |

**Specifications ? or Advice ?**

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E & O E - 11/03/97

# public sector

Normal service is resumed: Public Sector is back to its usual four page format this month, stuffed to the gills with the best in public domain and shareware software.

As usual, if you see a program in these pages which is listed as available from Aminet but you don't have the luxury of an Internet connection, don't worry. Several PD libraries offer a downloading service – for instance, OnLine PD will supply 830k of downloaded archives on a disk for a very reasonable £1.50.

If you do have an Internet connection, don't forget that the Public Sector Web page contains details all the programs reviewed in these pages since issue 79. To take a look, point your browser at http://www.dcus.demon.co.uk/sector/sector.html or follow the Software link from the Amiga Computing homepage.

**Dave Cusick** has hair on his big toes. Is that a sign of intelligence or what?

## Witness Remix

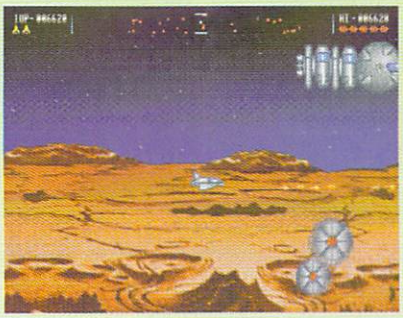
*Game of the Month*

**Produced by:** David Serafim
**Available from:** Classic Amiga Software
**Disk No:** GA69

This is the sort of game that makes PD reviewing worthwhile. A horizontally scrolling, graphically excellent blasting frenzy, Witness Remix is slick, exciting and absorbing in equal measures.

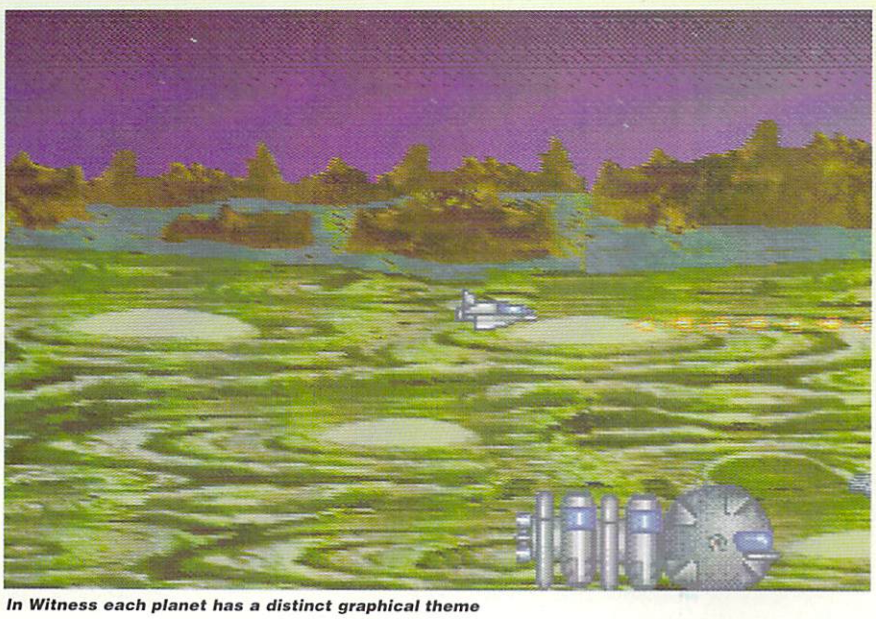
Witness is actually a tragically poor acronym, standing for War In The New Era Solar System. There is a fittingly daft scenario involving the alien conquest of every planet in the solar system apart from Earth, but essentially this is just an excuse for a polished game in the mould of Defender and Project-X.

The eight planets of the solar system are rated according to the difficulty of the challenge they present, but from the start of the game it is possible to choose to tackle any of the planets. Once the rather unimpressive introductory screens have been navigated, the graphics are crisp and clear and the movement of the sprites is extremely smooth. The space age action is accompanied by some suitably upbeat music, and overall the game has a very professional feel.



*It's Witness. Or is it Project-X?*

Admittedly Witness is nothing more than an enhanced Defender rehash, but few could suggest it lacks the essential elements of a truly great game. Perhaps not since Cybernetix has there been such an impressive clone of the classic Williams coin-op available at such a reasonable price.



*In Witness each planet has a distinct graphical theme*

## Blasted

**Programmed by:** M Burnett and B Parker
**Available from:** Classic Amiga Software
**Disk No:** G465

Whilst AMOS was never really the language of choice for anyone planning on producing cutting edge software, it has, in its time, allowed a great number of capable Basic programmers to produce playable efforts with the minimum of fuss. Blasted, whilst it aspires to be nothing more than an addictive shoot 'em-up, is an AMOS creation more than capable of holding the attention for more than a few minutes.

The objective is to blast your way through several levels of increasingly frenzied action. Using the mouse you control a gun emplacement and you must shoot down a variety of duck-like flying beasties. On each level you have to blast a specified percentage of airborne enemies within a strict time limit before you can progress. Unfortunately these creatures seem to like depositing the contents of their birdular bowels in the barrel of your boomstick, clogging it up for precious seconds.

There are a few bonuses which can be collected to enhance the destructive potential of your wacky weapon, which starts out bouncing bullets off your winged foes. These include more powerful missiles and a powerful laser beam, which simply destroys anything its path during the few seconds which it lasts.

Although Blasted will not test your mental capacities any more than an edition of Supermarket Sweep, it is far more engaging and entertaining than any programme involving Dale Winton could ever be. It may well be a trifle limited, but Blasted is possessed of a certain addictive charm.



*Blasted: Mindless fun for all the family*

# WALLY THE WORM AGA

**Programmed by:** Electronic Minds
**Available from:** OnLine PD
**Disk No:** OX 371 A&B

It was with a sigh of resignation that I double clicked on the Wally The Worm icon - a resignation born, no doubt, of years of enduring similar worm games, few of which offered anything innovative or awe inspiring to a game style which has now been realised perhaps a couple of thousand times too many. It is definitely to Wally The Worm's credit that after five minutes I had still not sprawled my hands across the keyboard to perform a reset.

As with all worms games, the basic objective is to guide the titular invertebrate around the screen consuming food. Food causes Wally to grow, making him harder to control. When he becomes too long for his own good, he will invariably collide with a wall or with his own body. It serves him right for being a fat bloater, you might think - but ours is not to reason why.




*Wally The Worm: It has been done plenty of times before, but rarely has it looked this nice*




*Mmmm... options*

Anyway, my metaphorical mental jury is still out on this colourful offering. Certainly there have been few worms clones which were as pleasing to the eye as this, but in an attempt to add a subtle twist to a tired theme, the attractive backdrops have been incorporated into the gameplay - and I am not entirely sure this is a good thing.

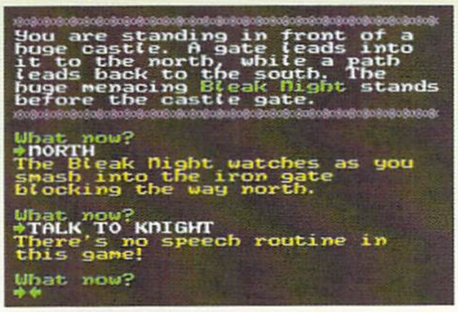
The problem is that whilst Wally can pass through or under certain elements of the scenery on each of the three levels, other objects can kill him. Unfortunately the designers of the game decided that it would be more fun to allow players to find out for themselves exactly which objects they could safely pass through, and some objects which one would think it possible to pass through actually cause Wally to die if he should collide with them. This can be tremendously frustrating.

Ultimately Wally The Worm should appeal to fans of the genre, although one would have to suspect that in this day and age that would be a tiny proportion of the population. It isn't at all bad, but does the Amiga really need yet another worms clone?

# SPECULATOR V1.03/SPECTRUM GAMES #136

**Programmed by:** William James/Various
**Available from:** OnLine PD
**Disk No:** OU 403/OG 429

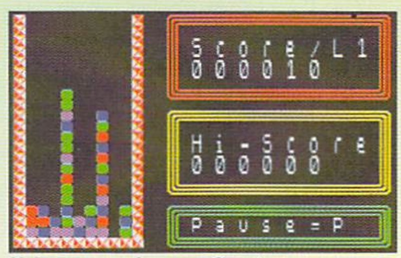
Speculator is not, as one might be forgiven for thinking, an action-packed simulation of share dealership, but yet another Spectrum emulator. Given the number of PD and shareware Speccy emulators which are now available, either a large proportion of Amiga owners used to own and adore one of those black plastic doorstops or else the Amiga games scene is in a worse state than people think. I would favour the former explanation.




*In the old days, adventure games weren't quite as advanced...*

To be fair, Speculator is certainly one of the fastest emulators around. Ordinarily every single Spectrum instruction is converted on the fly into Amiga code, whereas the author of Speculator has rewritten some key routines from the Spectrum 16k ROM in 680x0 code. However, a fast processor is still essential if you want to play your old Spectrum favourites at anything approaching full speed - the documentation recommends a 25MHz 030 for 100 per cent performance. Fast RAM and AGA are also strongly recommended, with at least Kickstart 2.0 being a requirement.

Speculator supports six different formats of Spectrum snapshot file, and it does so transparently so it is not necessary to tell the program which format a given file is - you can simply load it straight into memory. Speculator is also a great deal more system friendly than some of its rivals and the screen display is crisp and clear (especially on AGA machines, since the program will happily promote the screen mode).




*Kolumns, running on a Spectrum, running on your Amiga. How quaint*

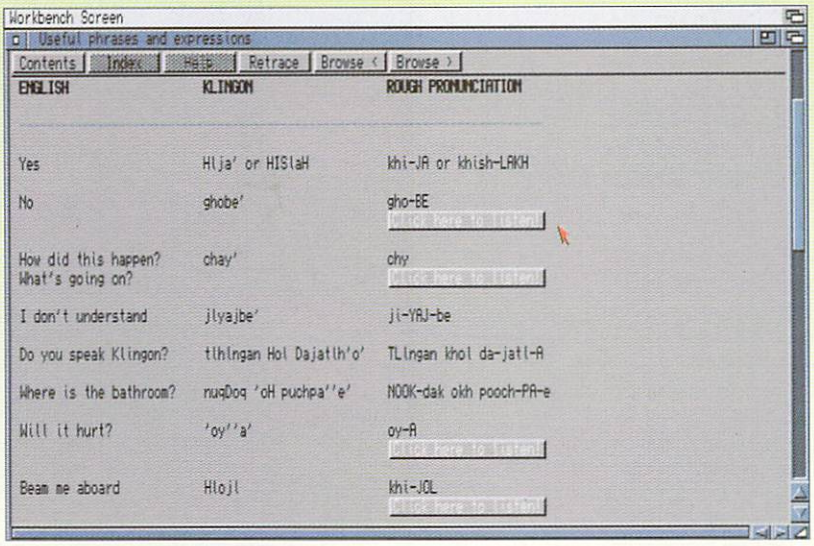
Spectrum Games #136 contains 16 Mirage-format snapshots with names beginning with Y and Z, OnLine PD's rather enormous collection of Spectrum hits being organised alphabetically. One of the snapshots included on this particular disk is Zaxxon, a game I was bad enough at the first time around and over a decade later, I'm still abysmal. Such is life.

# Learn the Klingon Language v1.1 Demo

**Programmed by:** Daniel Sutcliffe
**Available from:** OnLine PD

I am not, and I have never been, a Star Trek fan - personally I regard it as unadulterated rubbish. If the original series had a certain naive charm with its recycled sets and hopelessly corny storyline (usually infused with a moral conscience suitable for 60s America), the current stream of Trek spin-offs offer little more than fancy computer generated starships and people wandering around in ridiculous costumes.

Frighteningly though, there some people who live simply to watch these sad productions, and to collect all manner of tacky Trek merchandise. These unfortunate individuals are branded Trekkies by the rest of the cult TV cognoscenti, and they indulge in bizarre practices, such as periodically massing at Trek conventions dressed as their favourite Trekular creatures.




*Learning Klingon? What a bizarre idea...*

So strong is the Trekkie movement that some American institutions of higher education have even seen fit to introduce degree courses in Trekular languages, most notably Klingon. If devoting three or more years of your life to studying a course with no practical applications whatsoever doesn't really appeal, then congratulations, you are sane and you will happily never be a true Trekkie.

On the other hand, if the only reason you are not already applying to the institutions in question is your lack of the necessary cash, then wriggle your arms out of your straight jacket, give OnLine PD a ring and get hold of this disk. It might just be the answer to your prayers, you pathetic individual.

This computerised phrase book is presented in Amigaguide format, and there are even a few sound samples thrown in - presumably for the benefit of your Klingon pronunciation, since they could not conceivably have been included for your aural pleasure.

Learn The Klingon Language will probably not give you a good enough grasp of this alien tongue to talk fluently with a Klingon, or even to write a postcard to your pen friend about your family and your hobbies (since that is what all foreign languages are for, if I remember correctly from my schooldays). But that probably won't really matter, because the likelihood of you actually encountering a Klingon on your way to the local public house is not, I would venture, very great.

# Speed Racer

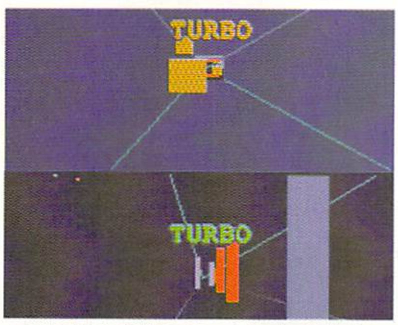
**Programmed by:** David J Cruickshank
**Available from:** OnLine PD

Some programmers are so good at producing top quality software that several of their creations have featured in these pages over the years. Long-time readers of Public Sector might remember that Mr Cruickshank was responsible for the excellent Tron light cycles game Wired Chaos, which came out a couple of years ago. Speed Racer is his latest brilliantly simple, yet worryingly addictive, game.




*Speed Racer is absolutely bursting with options...*

Speed Racer is loosely based on an earlier game by the same author called Hydrozone. Competing against a friend (or against the computer, if there isn't a friend handy), you must race down a narrow tunnel dodging protruding walls whilst some thumping techno-type music bangs away in the background. It might sound horrifically basic, and indeed a glance at the screenshots might suggest that this would be a game worth avoiding, but the truth is that Speed Racer offers fast, fluid action and some extremely generous helpings of addiction. A minimum of an 020 machine is recommended in the documentation if you are to enjoy the game at its speedy best.




*...and whilst static screenshots do not look so impressive, the action is smooth and frenetic*

Speed Racer's option-laden menus offer a wealth of gaming possibilities. Not only can you compete against several human and computer controlled opponents using the pseudo-tournament mode, but you can set speed limits, choose to play multiple round competitions, and change the preset race track for one of over 20 others supplied on the disk. Should you feel especially creative, you can even design your own level using the editor which is also included on the disk.

This is one of those games that really comes into its own when you have friends on hand to pit your skill and wits against. In summary, it's fast, it's fun and it's freeware and you would be foolish to miss it.

# The Air That I Breathe

**Each month Public Sector tries to bring you the very best of the latest PD and shareware releases. Consequently I want to hear from you if you have any program, whatever its purpose, which you consider worthy of review. Whether it will be freely distributable Public Domain, Shareware or Licenceware, if you feel it is of sufficient quality to merit coverage then cram it onto a 3.5", slap it into a padded envelope with a covering letter and wang it with all haste in my general direction. Some days later when said envelope tumbles gently through my letterbox, I'll tear open the envelope, shove it in my drive and don my evaluating cap, with the creme de la submissions earning reviews in these pages.**

**If you've written the software yourself, you could even win yourself a prize if it earns a review. Reader Submissions of this kind should, surprisingly enough, be clearly labelled "Reader Submission", and they should be sent to the usual Public Sector address. So don't delay - get those submissions in the post before Neil changes his mind about those prizes...**

**Dave Cusick
PD submissions
Amiga Computing
Media House Adlington Park
Macclesfield SK10 4NP**

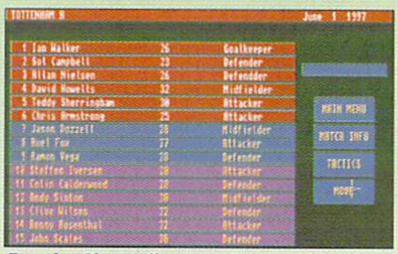
# Premier Sixes

**Programmed by:** Robbie Mappin
**Available from:** Robbie Mappin

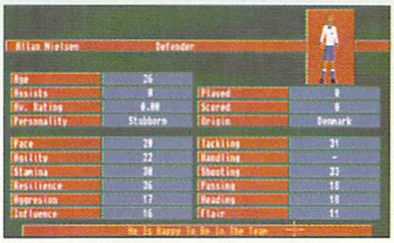
At the time of writing, Manchester United has just secured a place in the European Cup semi-finals and has its sights firmly set on a fourth Premiership title in five years. (Arguably it should have been six titles in six years, but that's another story). This is excellent news, not just for this lifelong Red (whose father and indeed grandfather before him followed United), but also for the English game - especially since Liverpool have booked a place in the Cup Winner's Cup semi final too.

All this might seem like irrelevant waffle, but I assure you it isn't (at least, no more than the usual waffle you would expect in this column). The fact is, that by being an incredibly successful manager, Alex Ferguson is doing for real what a great number football fans dream about doing. This is proved by the success of footy management games such as Championship Manager and Premier Manager.

Rather than attempting to challenge Championship Manager in the realism stakes - which would be an extremely difficult thing to do - Premier Sixes places the player in charge of one of 10 top Premiership sides involved in a six-a-side football tournament. The author has however elected to include real players, all of whom have been assigned realistic ratings.



Premier Sixes offers you the ultimate challenge: Can you lead a team of clodhoppers like the Spurs to some sort of success?



If I was as bad as him, I'd be glad to be in the team too

The exciting Championship Manager-style match sequences complement the numbers-based managerial side of the game nicely, and there are sufficient tactical options available to make the player feel as though his input has a genuine effect on the outcome of matches.

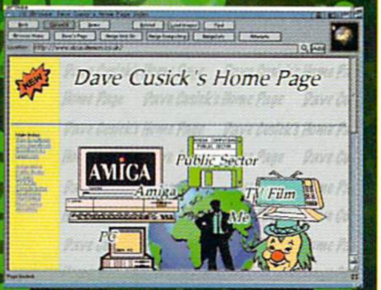
Versions of Premier Sixes are available featuring top English, French and Italian league teams, each costing £2.50 from the author. As an extra incentive to purchase and play the game, Mr Mappin is offering a free copy of his next release to the first person who can send him a copy of the message which is displayed on successful completion of Premier Sixes - a task which he charmingly describes as being "dead hard."

# I'm Alive

As usual, a small but significant number of the submissions received by Public Sector were updated or enhanced versions of already popular PD and shareware products. Amongst the notables this month...

Magic User Interface 3.8, available from OnLine PD, is the latest release of the all-conquering GUI kit. It boasts the usual round of speed improvements and bug fixes, and will even bring you cups of tea in bed and wash your car on a Sunday afternoon.

Carsten Magerkurth's Colours, reviewed in AC101, has also just received a substantial update. Offensive Colours offers more of the same puzzle action, but with a new two player mode in which the players can shoot and kill each other, support for up to 4096 colours on screen, and a wealth of extra options. A demonstration version is available, but as before, if you state you are a reader of Amiga Computing you can obtain the full version for free. Only a fool would miss out...




Magic User Interface...

# Just One Look

**Carsten Magerkurth**
Alfred-Mumbaecher-Strasse 1
55128 Mainz
Germany
E-mail: magec000@goofy.zdv.uni-mainz.de

**Classic Amiga Software**
11 Deansgate
Radcliffe
Manchester M26 2SH
Tel: 0161 723 1638

**Robbie Mappin**
1 Holywell Cottage
Wentworth Road
Swinton
South Yorkshire S64 8LA

**OnLine PD**
1 The Cloisters
Halsall Lane
Formby
Liverpool L37 3PX
Tel: 01704 834335
BBS/Fax: 01704 834583

# GCSE Physics Tutor

**Programmed by:** Chris O'Connor
**Available from:** OnLine PD
**Disk No:** OX 363

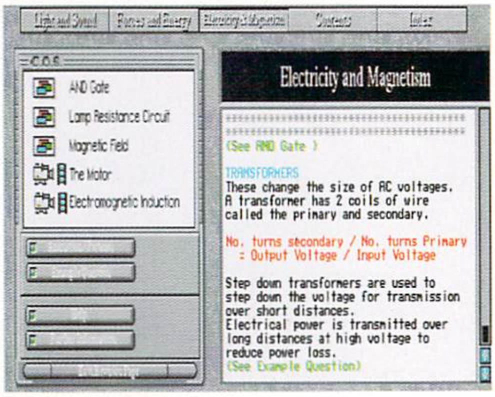
At GCSE level I used to quite enjoy physics lessons - obviously not as much as chemistry lessons, because opportunities to catch unsuspecting innocents out by heating up their tripod and gauze with a Bunsen burner whilst they were not looking tended to be rather scarcer, but I enjoyed them nevertheless. Slinky springs might well have been one of the few pieces of equipment pupils were allowed to play with, but our physics teacher provided us with a more than adequate source of amusement - albeit unknowingly.

However, physics exams were not easy and I certainly would not have looked forward to them had we been blessed with a less amusing tutor, or had I not developed a perverse liking for what was after all an utterly pointless subject (because, in my experience at least, A-level physics generally involves un-learning most of the simplified stuff pupils are fed at GCSE level).

Of course, in my day, the only computers found in schools tended to be BBC model B machines, and so aiding my studies through the use of computer software never really crossed my mind. Time has, of course, marched onwards and stressed students can these days draw upon a reasonably wide range of educational programs at all levels of their academic careers.

GCSE Physics Tutor is a beautifully presented attempt to summarise three core areas of the syllabus, namely Light and Sound, Forces and Energy and Electricity and Magnetism. Each topic is covered using a combination of text and diagrams which should serve to jog the memory nicely, making GCSE Physics Tutor ideal as a revision aid if not actually as a substitute teacher. There are also plenty of practice questions which can be used to prepare for those dreaded exams.

Whilst the PD release is merely a demo of the full licenceware release (which costs £3.95), and as such contains enough gaps to severely limit its usefulness in its own right, as an advertisement for the full program it certainly impresses.




Can help students get the grades they want at GCSE level

# Go on

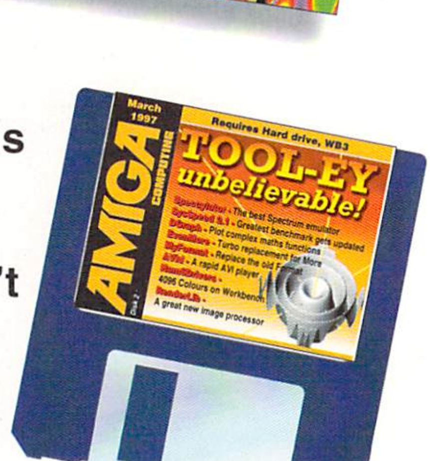
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## AMIGA COMPUTING Advertisers' Index

# AMIGA GUIDE

Phil South makes a noise with the AMOS sound commands

# Sounds Fantastic

Using sampled sounds in AMOS is really easy. This being the Amiga we're talking about, it is of course a similar process to the use of IFF picture files. The IFF standard means that sounds and pictures share a common file format with the exception of the headers which tell you what kind of a file they are. Like pictures, you can load them in directly from the disk as they are, or use them from a bank.

It's a far more elegant solution to store them in a bank as it means they are ready to access at any time during your program and they are loaded with your program, saving a lot of fuss. Once the samples are in a bank, you can play them back at any speed - which naturally alters the time it takes to play and so also changes the pitch. You can have samples of speech, snatches of music or even single notes of a sampled instrument at different pitches.

Playing samples in AMOS is a matter of using the SAM PLAY command:

```
Sam Play VOICE,SAMPLE,FREQUENCY
```

The Amiga has four voices and these are paired to play in either left or right stereo channel. Voices 0 and 3 play through the left speaker, whereas 1 and 2 play through the right.

It's easy to use this stereo capability and make stereo sounds. And I mean stereo sounds - those which have a stereo image between your ears and not just double mono, which is what most programs pass off as stereo.

If you want to pan a sound around in the stereo spectrum you have to alter the volume across the two stereo channels of the same sound. This is called 'mixing' or 'panning' in the trade (the trade in this case being sound design).

That is to say, a sound appears in a certain position in the stereo 'picture' - an imaginary 3-D space with a left, right, close and far, depending on how quiet or loud it is in each ear. A noise that is soft in the left ear and loud in the right will seem to be coming from right of centre of the picture.

In order to simulate stereo panning in an Amiga sound, therefore, all you have to do (all?) is put the same sound in both speakers and alter the volume of one or the other to move the sound around in the stereo picture. Let's try it:

```
Rem *** Sound Mixer One ***
Screen Open 0,640,256,16,Hires
Hide : Curs Off : Paper 0 : Cls 0
Load "MySamples.abk"
```

Obviously you have to make a sample bank containing your samples, which you can do with the Sample Bank Maker in Amos Pro. After making your samples you save them as a bank called "MySamples.abk" (or whatever) and the statement in the program reads them in. Okay, next we set the volume for the left and right channels:

```
Sam Loop On
Volume %10,0 : Volume %1,50
```

We turn SAM LOOP ON to make the sound continuous, which makes it easier to hear the stereo panning. Next we set up the initial volumes of the two voices we'll be using, in this case voices 1 and 2, indicated by the Binary codes %0010 and %0001. (We omit any leading zeros making it %10 and %1.) This sets the volume so that the right channel is silent and the left is set at 50.

```
X=1
Locate ,5 : Pen 4 : Centre "The Amos Column
brings you *Stereo Panning*"
Locate ,7 : Centre "Notice how the sound
moves slowly from left to right"
```

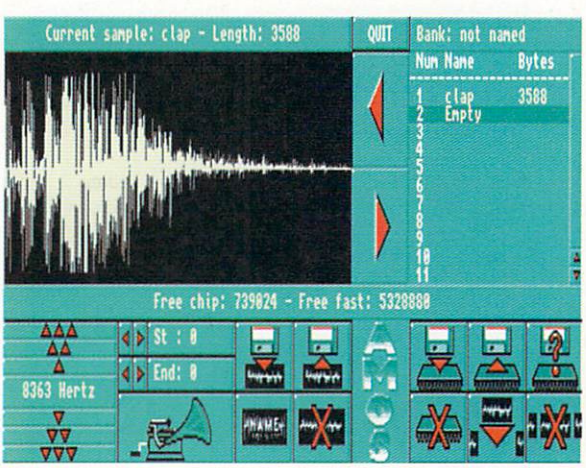
Next we have the main program loop. The PANIT procedure increments the right and decrements the left at half second intervals until the sound has travelled fully from left to right.

```
Do
        Sam Play %11,3
        PANIT
Loop
Procedure PANIT
        P1=0 : P2=50
        Repeat
                Volume %10,P1 : Volume
%1,P2
                Wait 25
                Inc P1 : Dec P2
        Until P1=50
End Proc
```

If you were really smart, you could have another sound panning the other way too. This is called a cross-fade or, more precisely, a cross-pan. You could even move the sound in stereo according to movements from the joystick, which could also move a sprite that the sound relates to, left and right or even larger and smaller, to give a real stereo visual experience (I like the idea of a buzzing sample and a sprite of a buzzing bee for this one.) This routine gives you an idea of what I'm talking about:

```
Rem *** JoyStick Stereo Mixer Two ***
Screen Open 0,640,256,16,Hires
Hide : Curs Off : Paper 0 : Cls 0
Load "buzzysamples.abk"
Volume %10,25 : Volume %1,25
P1=25 : P2=25
Do
        Sam Play %11,3
        If Jleft(1) Then Inc P1 : Dec P2
        If Jright(1) Then Inc P2 : Dec P1
        If P1...
        If P2...
        Volume %10,P1 : Volume %1,P2
        Wait 25
        Locate 0,0 : Print P1,P2
Loop
```

Once again it uses samples from a bank, but this time the sound pans in stereo depending on whether you move the stick left or right. The location of the sound is shown at the top of the screen. Try out these routines and see if you can to make them even faster still (using AMAL perhaps to handle the animation to save clock cycles from the sound?), and I'll print some good ones next time if you send them in.




## Write Stuff

If you have any other AMOS programs or queries about AMOS, please write to the usual address, which is: Phil South, Amos Column, Amiga Computing, Media House, Adlington Park, Macclesfield, SK10 4NP. Please send routines on an Amiga disk with notes on how the program works on paper, not as text files on the disk. Make the routines short enough to appear in print (i.e. no more than about 30-40 lines of code) and if possible, no external graphics. That is, any graphics which have to be loaded. If you want to send the graphics too, provide them on the disk in IFF format, the same goes for sound files.

Once song libraries have been built up, all sorts of portability snags can arise

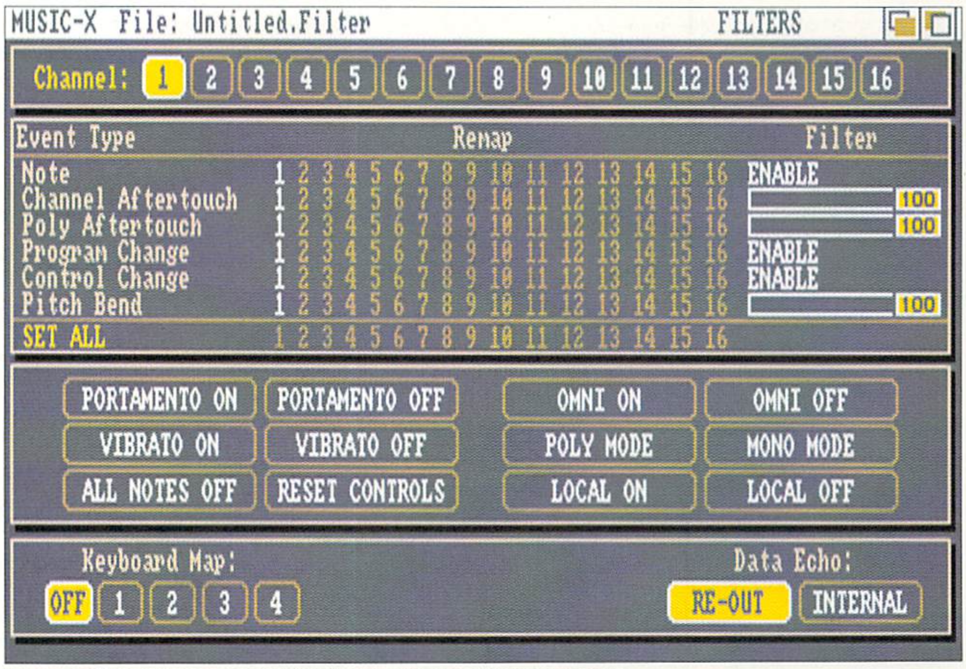
# Song sequencer portability

OK, you've got a sequencer, a sound module and perhaps a few other pieces of Midi gear and things are great. No snags, no problems to speak of – that's the way it should be. But whether it be tomorrow, next week or next year, chances are you will at some time add to (or change) parts of your existing Midi set up and this is where difficulties can crop up.

In the last few years I've moved hundreds of songs across to various sequencers and have used these arrangements with a wide range of Midi synthesizers, expanders, drum machines and effects units. The one thing that has really been driven home to me is that the key issue in any such transfers and equipment changes is to find out how to avoid having to undertake any major editing of your existing data.

When would you need to have to worry about making changes to your sequencer data? Well, buying an additional second hand drum machine is a typical case in point. Many older units had fixed drum/note-number units (Yamaha's RX21 and RX21L for example) and whilst these can certainly be a cheap way of adding extra percussion facilities, the danger is that some of the drum note correspondences will clash with assignments you've already adopted. Before opting for drum units like these check the Midi Implementation chart to see that the extra unit's drum note values do not clash with anything you are using already.

The latest generation of drum machines of course support General Midi and most also have user-assignable drum/note-number correspondences. These types of machines can easily be set up to match the existing drum note relationships of your stored sequence data, so even if cash is tight a few extra quid spent to gain this sort of flexibility is almost certainly going to prove a wise investment.




***Having built up your own collection of song arrangements over several years, the last thing you want is to find out you've got to edit the whole lot because of a bad choice when buying an extra piece of Midi gear***

## Synths and expanders

This is another area where the difficulties stem mainly from using or buying older, second hand Midi equipment that does not conform to General Midi. In these cases you should first identify or create voices on the new synth that correspond to the voices available on the previous unit. After that it's just down to making sure these voices can be used when needed.

Voice selection is done via Midi program change commands and these will be embedded in your sequences. If, for example, a program change 23 had selected a cello voice on your Roland HS10, you need to be able to make any new unit select an equivalent voice when it receives a program change 23 command – otherwise it will again be down to editing much of your existing song library!

The important facility here is the existence of a user definable program change table that lets you assign any voice to any program change number. In short, you create or find the required voices on the new unit and then set up the program change table so that program numbers which are already embedded in your existing sequencer select equivalent voices in the new expander or synthesizer.

Talking of synths and sound modules, Midi sysex control has always been a potential nasty. Even with relatively old expander units (such as the Yamaha TX81Z), quite sophisticated sets of Sysex control messages are available. It's often possible to transmit and set up new voices, modify the program change table and so on (so that an alternative set of voices are made available), just prior to the actual start of the music sequence (e.g. during the count in time).

Such facilities are brilliant – until the time comes when you change expanders and realise that all your clever sysex stuff is going to have to be completely re-written. My advice? Certainly experiment and learn about sysex control, but as far as possible try to minimise the use of such messages in sequences.

Before buying new gear incidentally, it's also worth taking a look at the Midi implementation sheet and checking that none of the controller messages already present in your sequences will cause problems with the new equipment. Most sequencers will let you re-assign embedded controller numbers and so on, but ideally you should aim to avoid placing yourself in a position where it becomes necessary to edit controller numbers in all of your existing sequences.

## Last words

The moral is simple. Before you buy any new Midi equipment check the implementation sheets, look very carefully for potential areas of incompatibility with the information you've built up during your Midi lifetime. Look for flexibility in the areas of program change tables and Midi controller assignability and identify controller number conflicts before you commit yourself to a new Midi unit. Above all, avoid too much dependence on control applications of sysex messages – they are, in the main, equipment specific and so are almost guaranteed to cause serious portability problems when embedded in song data libraries.

Explore the murky depth of DOS drivers with Neil Mohr

medical

# Drowning in DOS

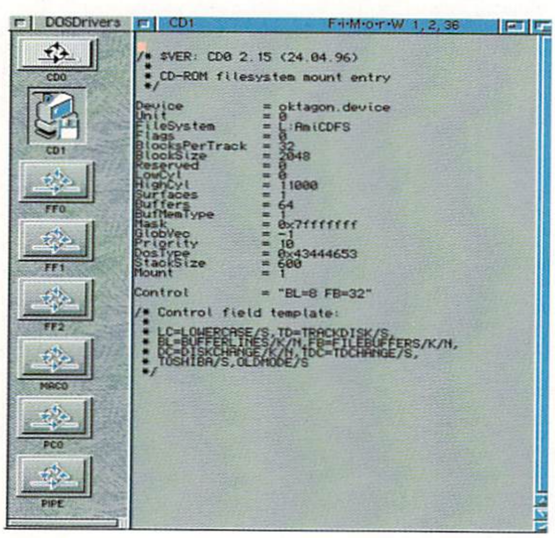
Last month I took a quick peek at the Amiga's DOS drivers, but did not delve into how to set them up. Guess what we are going to do this month? No that's not right, and where do you expect me to get a rabbi and a chicken at this time of night?

So you should know where to find your DOS drivers and that they are just text files with a DOS driver icon attached, but how do you set them up yourself? For this example we are going to look at setting up a RAD drive. If you do not know, a RAD drive is a permanent RAM disk, so if you reset your machine anything stored in the RAD drive will remain. The down side is that they have to be of a fixed size so you do lose part of your computer's memory.

To start, you are best off making a copy of an existing DOS driver, the pipe one will do, this makes sure you have the icon, tool types and other bits set correctly. It also means you do not have to do everything yourself. Rename the pipe copy to RAD, this name could actually be anything.

Next up, load the driver file into your favourite text editor and get rid of all the text that is there. You are now ready to start entering the driver details.

```
Device = ramdrive.device
Unit = 0
Flags = 0
Surfaces = 2
SectorsPerTrack = 11
SectorSize = 512
Reserved = 2
Interleave = 0
Buffers = 5
BufMemType = 1
```




## AutoDOS

You know, like, when you turn your Amiga on and it automatically recognises all the drives connected to it. If you think about it, that is quite nice. The computer is interrogating (not in the Marathon Man sense) each drive and finds out how many heads, cylinders, tracks and other things each drive has and automatically mounts them. Basically all the information you have to enter into a DOS driver can actually be obtained from the hard drives and CD-ROMs connected.

So why do you have to mess around with DOS drivers? Well, it is to do with software – the Amiga's operating system only supports standard Amiga devices. Even the CD support added to 3.1 has to manually adjusted. Recently I came across a piece of software called MountDOS. This little program will automatically mount any PC drive you tell it to. It is not perfect and you still have to point it at the right device and drive unit, but once that is set up it will do all the other donkey work involved with creating DOS drivers. Recently I used this program to mount a second DOS IDE drive. If you want to get your hands on MountDOS it is on Aminet in the disk/misc section MountDos100.lha.

Almost there now, with the new version of the mount command tool types can be used. For this example you only need to add, LowCyl = 0 and HighCyl = 79, as tool types. It is possible to enter all the settings as tool types, but normally you should only use values you change frequently as tool types. The unit number of a SCSI device would be one example.

Most DOS drivers are used to add new drives to a machine, most importantly you have to specify what device the drive is connected to. This will usually be a SCSI interface, so you need to add the SCSI device name – such as squirrelscsi.device – and the unit number of the device. The other information describes the physical attributes of the drive and can usually found by either using Sysinfo or HDToolBox.

Generally the details set for the RAD are all you normally need for any type of drive.

```
StackSize
Priority
BlocksPerTrack
```

You can also supply which filesystem you want to use, in conjunction with CrossDOS this allows you to mount PC formatted drives. To do this you add:

```
FileSystem = L:CrossDosFileSystem
DosType = 0x4D534800
```

This tells the operating system to use CrossDOS to read the drive and so allow your Amiga to read PC drives. If you look at the PC0 driver, this sets up the floppy drive to read PC disks again using CrossDOS. If this seems complicated that is because it is, and I don't expect you to even try anything mentioned in the article as DOS drivers should be set for you, but at the very least just by knowing about them, if you do have problems you should be better equipped to sort them out.

Generally I find people tend to run into problems when installing CD drive son their machines, as this is the first time they comes across DOS drivers and it usually baffles them. Hopefully if you get a CD drive you should also get installation software that is supposed to set up a driver for you. If it has not then you will have to make your own and it should look something like this:

```
Device = whatever.device
Unit = 0
FileSystem = L:CDFileSystem
Flags = 0
BlocksPerTrack = 32
BlockSize = 2048
Reserved = 0
LowCyl = 0
HighCyl = 11000
Surfaces = 1
Buffers = 64
BuffMemType = 1
Mask = 0x7fffffff
GlobVec = -1
Priority = 10
DosType = 0x43444653
StackSize = 600
Mount = 1
```

Hopefully however you will have software as in the above driver the DosType value may be different on your system and may not work. Really the only thing you may have to change are the device and unit entries, that are probably better off as tool types for easy access via Workbench.

If anything goes wrong you will have to make sure that you have the correct device name (which is case sensitive) and unit number. This will normally be something like gvpscsi.device, oktagon.device, squirrelscsi.device or even atapi.device. You also need to check the unit number of your CD drive, if you are using an Atapi device this will normally be one. The final thing is the CD file system this should also be set for you, but if not then put it in the FileSystem entry.

comms

# Super Hypeway

Dave Cusick investigates the much over hyped world of Internet advertising

For many people, such as myself, maintaining a homepage is nothing more than a hobby. Those of you who have visited my site will know that, whilst I have tried to make it reasonably readable and professional, it really only amounts to a few pages of moderately useful information about things of interest to me.

To the homepage hobbyist, the urge to advertise his homepage is principally driven by a desire to demonstrate his HTML handiwork to those who share his interests. Advertising need therefore only be a matter of joining the Internet Link Exchange (http://www.linkexchange.com) or a similar banner exchange service, registering with some of the more famous search engines, and offering to trade links with Webmasters of sites covering the same subject matter.

On the other hand, since the explosion in popularity of the World Wide Web, some dedicated Webmasters have managed to produce pages which have proved so popular that thousands of Surfers visit them daily; witness, for instance, Jerry Yang and David Filo, the two college boys whose collection of well-indexed links called Yahoo! became more popular than they could probably have dreamed. When a site becomes famous on that sort of scale, there is no longer such a need to advertise the site. Its creators can become full time Webmasters, and they can even begin selling advertising space on the site so as to cover costs and hopefully make a profit.

Of course, few sites are popular enough to be self-financing at this relatively early stage in the development of the Internet. Nevertheless the advertising machine looks set to play an increasingly large part in that process over the coming years, to the extent that every Webmaster may need to consider its implications.

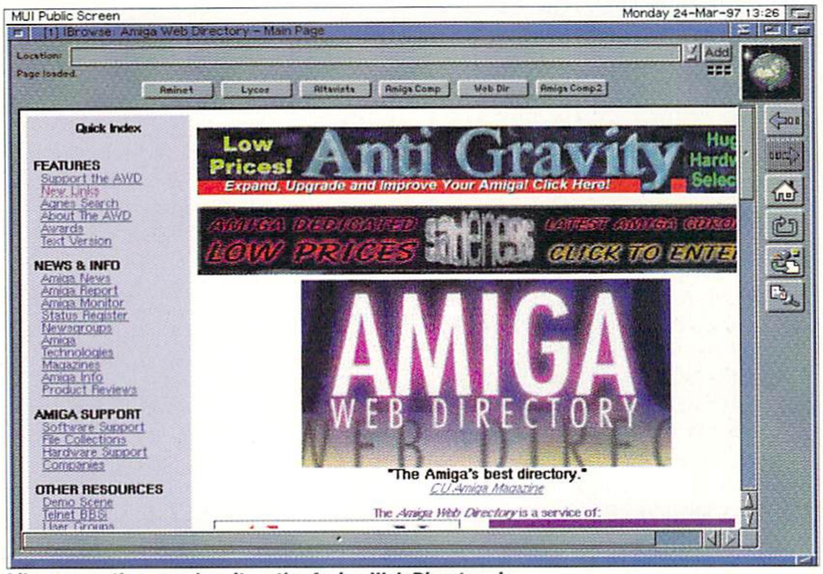
The situation is confusing enough for the computer hobbyist, but consider for a moment the dilemma facing a computer-illiterate business person. These days there are numerous adverts in the traditional media telling companies that they simply cannot afford to ignore the enormous advertising potential of the Internet, and specifically the World Wide Web. Before they even get onto the Internet they must answer two important questions: What is the most effective way of establishing a Web presence, and is the investment really worthwhile? Assuming these issues are overcome and a company sets up a site, they must then negotiate the same advertising minefield as everybody else - but without the benefit old Internet hands have of having watched the situation develop in the first place.

In an informative article on his Web site (at http://www.pawluk.com/pages/robbery.htm), Hal Pawluk reckons that around $300m (approximately £200m) was spent on Internet advertising in 1996. It is not yet really clear whether that huge sum was simply money down the drain – not least because, as Pawluk points out, charging a sum for displaying a banner advert a certain number of times differs in important ways to charging a sum for an advert in a magazine.

There are other potential problems too. Unfortunately, the sad fact is that wherever there is an opportunity such as that presented by the Internet, there will also be unscrupulous individuals or companies hankering after a quick killing. The Web these days is littered with advertisements for companies who say that they can list your Web site on numerous search engines, or display your banner on hundreds of popular sites, or earn you huge amounts of money by selling advertising space on your site to other people.

Some of these companies are totally above board, run by decent, genuine people in a professional manner. However a significant proportion of them are not. One of the most famously unreliable companies is The Commonwealth Network, whose exploits over the last few months have left plenty of hard-working Webmasters fuming. They are not the only villain out there and anyone thinking of paying for publicity would do well to check out Mark J Walsh's excellent site at http://www.ca-probate.com/comm_net.htm, which contains detailed information about numerous companies and their performances before parting with any money.

The bottom line is that there are still enough free advertising services around for the Webmasters of smaller sites to market their creations perfectly adequately. Remember, a prominent link from a popular site to your related homepage will bring in far more visitors than any banner.




Like many other popular sites, the Amiga Web Directory is supported by advertising revenue from its banner sponsors




Yahoo! is an example of just how popular homepages which start out as hobbies can eventually become

## Contact

If you wish to contact me, my e-mail address is dave@dcus.demon.co.uk. Questions, suggestions and feedback are all more than welcome. I also have a homepage, which can be found at http://www.dcus.demon.co.uk/.

Paul Overaa outlines a way of getting ARexx script variables transferred into text files

# Insertion using ED

From the description of ED's text insertion ARexx commands given in the manuals, it's easy to come to the conclusion that they only allow fixed text strings to be used. In actual fact you can use the contents of variables just as easily. The syntax of ED's 'insert after' command for example looks like this:

```
A/  /
```

In other words, the command that ED expects to see starts with the letter A followed by a slash sign and after that comes the text string that ED inserts into the file currently being edited. The terminal slash character is there simply to tell ED that the end of the string, and the end of the insert command, has been reached.

So far so good, but the important point now is this: Providing the resulting command that gets transmitted to ED is consistent with this format ED will neither care, nor in fact know, how the ARexx script actually created the command string. In other words instead of:

```
'A/Just a test/'
```

equally we could have sent the command to ED using:

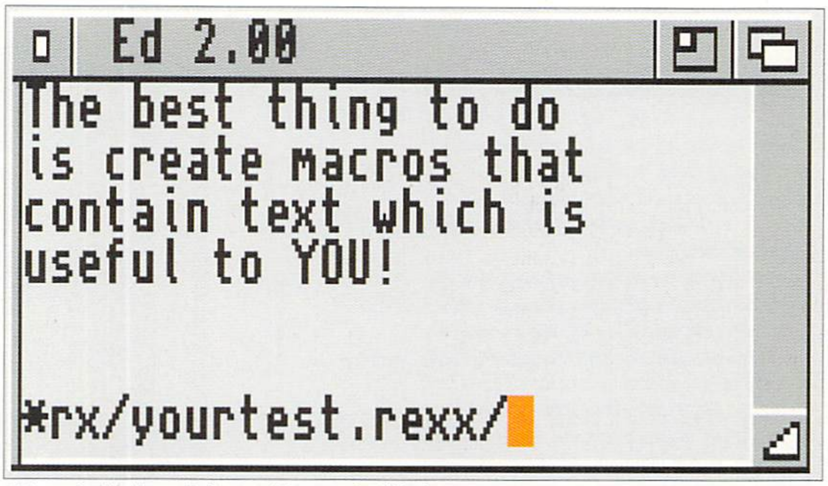
```
text='Just a test'
'A/' text '/'
```

One way then of writing a name and address insertion macro, for example, would be to use statements like these to insert the relevant pieces of text. If you did however, you'd find that each line would start with a blank space. The reason this happens is that when ARexx sees a number of static text strings (like 'A/'), or variables written together it effectively creates a new string by joining the various items together, separating them with spaces. In the case of the ED insert command ARexx therefore puts a space between the first slash character and the variable being used – and ED then assumes this space is the first character of the string to be inserted.

Luckily you can force ARexx to join text strings together without introducing additional blanks by using something called the ARexx concatenation

```
/* name_address1.rexx */
name='My name'
road='Some Road'
town='Some Where'
'T'
'A/'||name||'/'
'A/'||road||'/'
'A/'||town||'/'
```

***Listing 1: This script eliminates initial blanks that would otherwise appear in the name and address lines***




***ED - undoubtedly archaic as editors go, but it's free and the ARexx links do add to its usefulness***

operator ||. So, if we write the commands in the form...

```
'A/'||name||'/'
```

the inserted text line will correspond exactly to the contents of the variable being used (see listing 1 for an example script).

## Polished Paul

I'm a great believer in clean looking scripts and one thing that can help is packaging up the awkward 'A/', '/' and || symbols so that we don't have to have the main part of the script cluttered with them. What's more, it's dead easy to do - take a look at this example for instance

```
InsertText: Procedure
parse arg text
return 'A/'||text||'/'
```

This definition simply declares InsertText() as a function that accepts a text string and returns a string that represents a properly formatted ED insert command. Notice that, in this case, we didn't even have to provide any real ARexx statements in the body of the function - the result we wanted was easy enough to write down directly as part of the return statement. So, with the InsertText() function now available the main part of our hypothetical name and address script can now be written in this form...

```
'T'
InsertText(name)
InsertText(road)
InsertText(town)
```

where all awkward ED-oriented command strings have been eliminated. If we now combine these statements, the variable initialisations, and the function definition, we end up with the script shown in listing 2. Slightly larger than the first version admittedly but nevertheless (to my mind at least) easier to read!

The real advantage to using variables in these types of insertion macros however is not for simple text insertion scripts but for generating things such as the results of calculations (listing 3, for instance, shows a script that will insert a lbs to ounces conversion table into a text file). Best of all, once you appreciate the general way this sort of code is written, you shouldn't find it too difficult to incorporate the same sort of ideas in your own ED macros.

```
/* name_address2.rexx */
name='My name'
road='Some Road'
town='Some Where'
'T'
InsertText(name)
InsertText(road)
InsertText(town)
exit
InsertText: Procedure
parse arg text
return 'A/||text||'/'
```

***Listing 2: In this version of the macro, all awkward command and string formatting details are hidden inside the InsertText***

```
/* table.rexx - lbs to ounces table
insertion */
do lbs = 2 to 12
result=lbs*16
InsertText(lbs 'pounds =' result
'ounces)
end
exit
InsertText: Procedure
parse arg text
return 'A/'||text||'/'
```

***Listing 3: This, more complicated, example uses a loop to insert a conversion table into a text file.***

People have requested it, so Neil Mohr introduces HTML

publishing

# Worldly wise Web

Every man and their dog is doing it, so why shouldn't you have a go? What am I talking about? Creating a Web page, of course or, to use that incessantly displayed word, homepage.

It may seem strange putting a guide to producing Web pages under the publishing banner, but that is exactly what you are doing; making you pages publicly available. Once on-line your pages are available to anyone with an Internet connection, which could be anywhere in the World. If they had a portable phone, they could even be in a hot air balloon

You may be now thinking: "What's the point for me, I'm not even on-line?" but you do not have to be on-line to use HTML (Hypertext Markup Language). All browsers are just at home navigating pages from a hard drive, as they are over the Internet. Just to prove the point there have been a number of recent programs and CDs that use HTML for their documentation. So as long as you have a browser you can join in.

The second bit of good news is, apart from a browser, the only other piece of software you need to create Web pages is a text editor. This is because all Web pages are simply plain text files and is why HTML has been accepted so quickly by the entire computing world. Basic HTML is not fancy at all, in fact it is quite restrictive and many designers do not like it. The reason behind this is that HTML lets you describe what a page should look like, but in general and not explicit terms.

This is done by using tags which mark a section of the document as a specific style, format or type of object, such as a picture or link (which we will look at later). Probably the best way to explain is to look at a basic page.

```
<HTML>
<TITLE>First Web Page</TITLE>
<BODY>

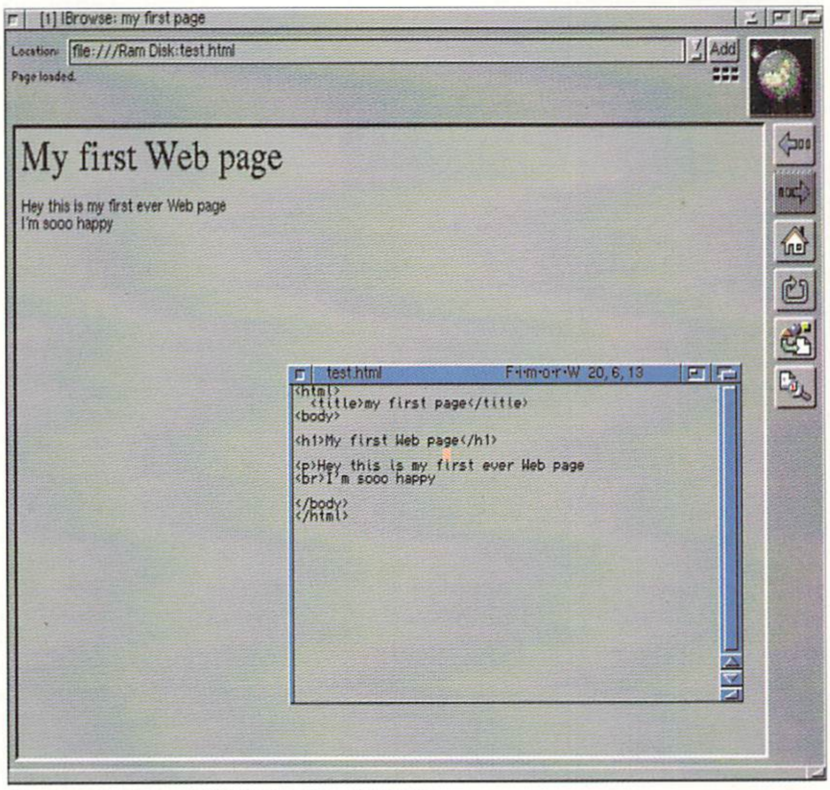
<H1>My first Web page</H1>

<P>This is the first thing I have ever done,
<BR>and I sooo happy

</BODY>
</HTML>
```

If you type this in your text editor, save it off and load it into a Web browser, you will have a none too impressive sight, but then this is about as minimal a page as you can get.

The results are not really important, what is, is that you understand why the page looks like it does and how the tags used do their job, essentially all tags work the same way. Looking at what you typed in, you will notice that there are a good number of words surrounded with angle brackets, <>, these are the HTML tags I have been talking about. When a Web browser reads in a page, anything found enclosed with angle brackets is interpreted as HTML tag used to format the page.




***It may not look special at the moment, but soon you will be able to make great looking pages***

## HTML tags

Starting at the top, the first tag is <HTML>, all Web pages have to start with this as it tells the browser that yes, this is an HTML page. You should have also noticed that at the end is an accompanying </HTML> tag, this marks the end of the HTML page and, again, you should always have one.

As a general rule in HTML, if you have a starting tag such as <HTML> there is a corresponding closing tag. The closing tag is always the same as the opening tag but with a forward slash put at the start. Hence <HTML> and </HTML>.

You can see this again on the second line, the <TITLE> tag follows the opening HTML tag and sets the window title displayed at the top of the browser window, you mark the end of the title by using the closing </TITLE> tag.

On the third line is the <BODY> tag, this marks the start of the displayed part of the HTML page, again the end of the displayed part of HTML page needs to be marked with the closing </BODY> tag. Everything between the two <BODY> and </BODY> tags is what the browser expects it should display in its window.

This takes us onto the remaining three lines. When it comes to text, a browser will not perform any type of formatting except for word wrapping, unless there is a specific style tag saying it should do so. So, even if you nicely format text by hand, putting tabs and returns in your text editor, they will all be ignored by the browser and your text will just come out as a big block.

If you want a new paragraph you have to use the new paragraph tag, for a line break, use the line break tag and for a heading, the heading style tag is very handy. These are the three types of tags used in our little example and provided the basic text formatting of every Web page.

Paul Overaa prepares the ground for some beta testing

# StampOnIT! Part 4

With so much ground covered in recent instalments it may have seemed like quite a hard slog at times. Nevertheless, by last month we'd got to the point where a directory can be selected using the asl requester and the names and datestamps of the files present both stored and displayed.

Luckily this month's alterations, which bring us to the point where those all important date stamp files are produced, are straightforward. We just need to modify each filename and produce the corresponding set of new files holding the contents of the associated datestamps that we've identified.

The first step in this scenario involves building a new file name and I've chosen to add '.ds.' extensions to each original name. A file called somename.txt would therefore end up having the date on which its contents were last changed being held in a file called somename.txt.ds. Filename alteration can in fact be carried out from within the DisplayDates loop that we've been using to print the directory filename entries on the screen.

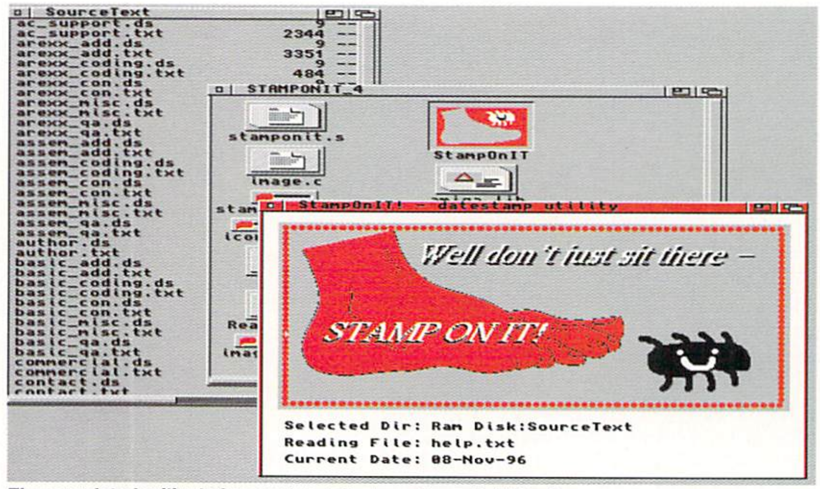
You'll know from earlier code that this loop-based routine uses register a0 to identify the start of each name present in the filename buffer. It's easy enough therefore to copy this pointer and, by increasing it within a second loop, scan through a filename looking for its terminal null character. Once found we then replace it with a period, add the additional characters 'd' and 's', and insert a new terminal null to complete the name alteration (see listing 1).

With the amended filename available it's then necessary to add device/drawer details to produce a valid filepath. The approach I've adopted is to set up a separate buffer (called full_filename), copy the currently selected directory to it and then use the DOS library's AddPart() function to produce the target name. When the device/drawer details are first collected, I've chosen to store the location of the terminal null character. By replacing this character after any given filepath/name has been used, I'm able to reinstate the device/drawer part of the name without recopying the original entry held in the asl requester.

Listing 2 shows the completed WriteFile() routine that prepares a target filename, opens the file using the DOS library's Open function, writes the associated date characters held in the datestamp buffer by making a call to the DOS Write() routine and then closes the file.

```
        move.l    a0,a2         copy name pointer
.loop3  cmp.b     #NULL,(a2)+
        bne.s     .loop3
        suba      #1,a2
        move.b    #'.',(a2)+    add .ds extension
        move.b    #'d',(a2)+
        move.b    #'s',(a2)+
        move.b    #NULL,(a2)
```

**Listing 1: A simple loop like this is all that is required to produce the modified filenames needed for date stamp file creation.**




**The completed utility being used to datestamp the set of files I use for my corner of the Amiga Computing Web site pages.**

## Testing time

And that's it. With the two additional routines in place, the utility is complete. You'll notice from the latest coverdisk source that one or two other minor changes have been made since last month. I have, for instance, added extra IntuiText structures for labelling the selected directory, file, and datestamp info. The position of the displayed text has also been altered a little but all these details are going to be easily visible from the source itself. What is perhaps less obvious however, is that, although the utility is now essentially complete, something else is needed.

Although a relatively small utility, StampOnIt has still involved an assembler source of over 20K and, with low-level coding being error prone at the best of times, StampOnIt now needs a few months of testing before it can be considered as safe for general use. You should therefore regard the completed utility as now being in it's 'beta test' phase. Usable but with care!

My advice is to make a copy of any drawer you wish to work on and datestamp that rather than selecting your original files. That way if anything untoward does happen, your original files will still be intact. What sort of things could go wrong? Well, suppose for example there was a fault in the loop that added the filename extensions so that, under some circumstances, filenames did not get altered before the new datestamp files were produced. In this case the contents of all original files would be overwritten as the routine creating the datestamp files used those original filenames.

Needless to say I've checked for, and hopefully avoided, any such catastrophic errors but with so much 680x0 code involved you can never initially be 100 per cent sure that silly coding slips have not got through. Hence the need for suitable initial usage caution on your part.

```
ConvertDates    lea         filenames,a0
        lea     datestamps,a1
        lea     itext3,a3
        lea     itext4,a4
        move.w  filename_count,d0
        subq    #1,d0
.loop4  move.l  a0,it_IText(a3)
        move.l  a0,it_IText(a4)
        jsr     PrintFileName          print details
        adda.l  #32,a0
        adda.l  #ds_SIZEOF,a1
        jsr     ConvertDate
        dbra    d0,.loop4
        rts
; -----------------------------------------------------------------
ConvertDate     rts
; -----------------------------------------------------------------
```

**Listing 2: Once the filename and date stamp details have been collected this loop code processes the individual entries**

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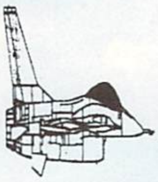
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The second ever speech adventure. In this sequel to the blockbuster, Valhalla I, you play Infinity's mentor on his quest of hatred in which murder is the ultimate goal. Infinity has been jealous of his brother, the good King Garamond for as long as he can remember, and all for a twist of fate. Infinity had been born to late to be King. Set in the Mystical castle of Valhalla, you encounter a horder of brain melting puzzles through four vast levels of dazzling graphics and exceptional game play in which the art of communications is the name of the game.

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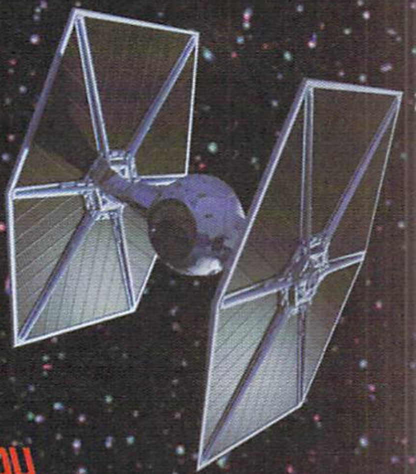
# AMIGA ACTION

**"Look at the size of that thing!"**



A long, long, long, long time ago, in a galaxy far, far, far, far away...

It is a period of civil war. Amiga Action spaceships, striking from a hidden base, have won their first victory against the evil Galactic Empire.



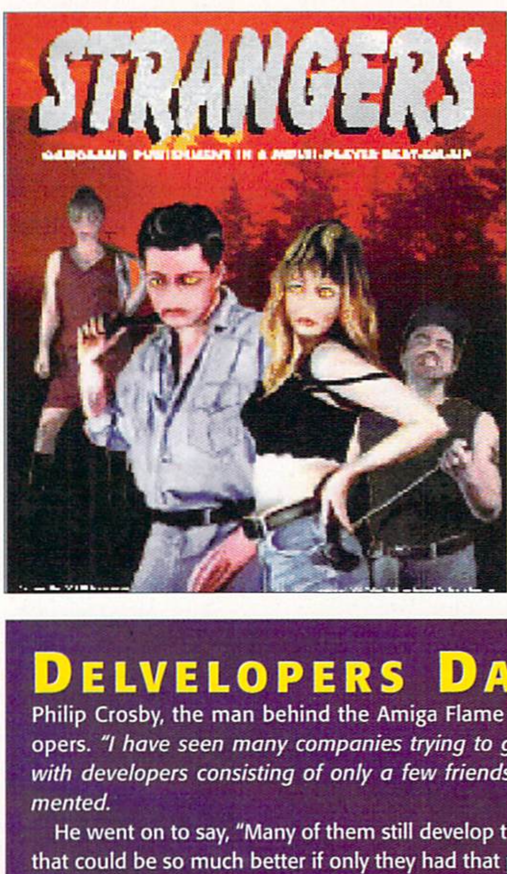
During the battle, Amiga Action spies managed to steal secret plans to the Empire's ultimate weapon, the Death Dag, an armored space station with enough vile power to pollute an entire planet.

Flushed with success and pursued by the Empire's sinister agents, Prince Neil races home aboard his Rebel starship, the Clagnut. He is custodian of the stolen plans that can save his people and restore freedom to the galaxy...

# AMIGA ACTION news

The Amiga is bought and a host of excellent new games are on the horizon **Hugh Poynton's** explores the exciting, all new world of Amiga...

## Vulcan's management in Zombie shocker




"Darling, it's Valentine's Day, the birds are singing and the flowers smell sweet. I want us to immortalise our love for one another by dressing up as zombies and appearing on the front of a computer game box" he cooed.

"Oh Paul, you're so, so romantic" she replied. Are these the sweet nothings to be heard over the breakfast table of chez Cunningham a few months ago? Long hours and the pressure and strain of churning out loads of games for the Amiga has obviously been too much for Vulcan bosses Lisa Tunnah and Paul Carrington.

The hypnotic trance inducing glare from their PAL monitors has turned their eyes green and induced them to go on a violent rampage on the front of the box of forthcoming Vulcan title, Strangers AGA. Study our damning photographic evidence.



## Delvelopers Database

Philip Crosby, the man behind the Amiga Flame Web site, has announced he is to establish a database of computer programmers and developers. *"I have seen many companies trying to get new members of staff to help them develop games for the Amiga. It isn't easy to do this with developers consisting of only a few friends who want to make a game but need the help of someone in a peculiar field" Philip commented.*

He went on to say, "Many of them still develop their games but you can see areas where the game is lacking. I have had enough of seeing a game that could be so much better if only they had that programmer or musician. I have decided to offer the services of the Amiga Flame Web site to help new games developers and companies get the people they need to develop the games they want to make."

Hopefully the database will enable programmers and developers to contact one another so the right people can be found for the projects that suit them the most. In addition to this, Philip and Paul Carrington from Vulcan Software have collaborated to produce a Web page entitled 'How to

## More OnEscapee

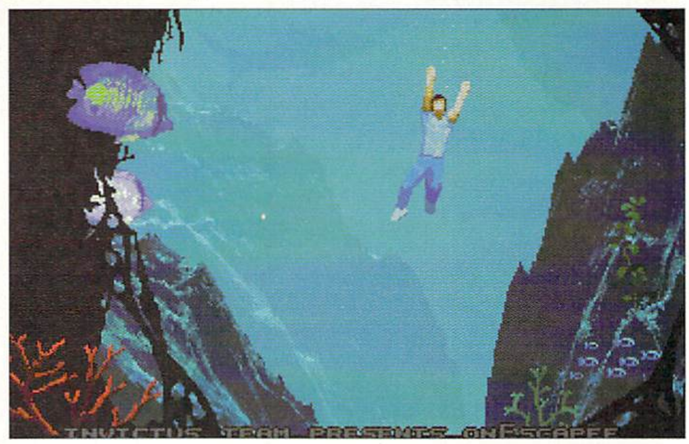



More details have emerged about the OnEscapee action/adventure game being developed by Hungarian developers, Invictus. OnEscapee includes an enhanced mixture of Another World and Flashback. The Invictus Team is looking for a publisher for this excellent game and judging by the screenshots, I don't think it will be too much of a problem.




The game is CD-Rom only as it contains plenty of detailed graphics, animations and digitised music. The intro of OnEscapee is currently 9Mb in size and the preview of three levels is 50Mb, so you can see it is going to be big.

The storyline is, as yet, unclear but I have heard that the main character has 600 frames of animation, more then 50 types of movement and the ability to walk, swim and possibly rock-climb. Special effects such as rain, reflecting puddles, waving lights that filter through the surface of the ocean, enemies with different levels of intelligence and many more will be included.



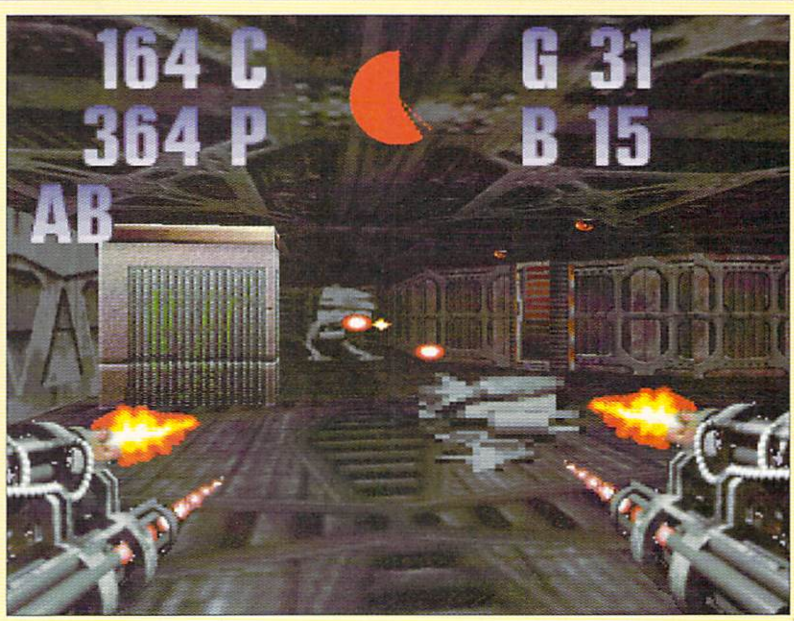

## Petition

With things looking healthy for the Amiga games market and the successful porting of Quake and Myst to the Amiga, a new initiative has been launched to try and convince software houses that there is still a substantial market for Amiga games. Amigaphile Ed Collins has started up a petition which will be sent out to Software houses asking them to develop games for the platform. If you're interested contact Ed on (collinsep@ulst.ac.uk) and help him convince the big players that developing for the Amiga is still financially viable.

## Nemac IV Finds Publisher

Zentek, the German software team behind Nemac IV, has found a publisher in the shape of Pxl Computers Inc. Nemak IV - The Director's Cut is a 3-D Doomalike with excellent graphics, 40 levels and 15 minutes of beautiful intro animations. Although only available on CD-Rom, Nemac IV will run on any Amiga with a hard drive and 020 processor (or faster) and is about the only game I can think of that presently supports i-O glasses. Slightly more practically, the game supports OCS, ECS, AGA, CybergraphX and Graphitti and will run on any Amiga screen mode.



## In the Shadow of Time

Swedish Amiga software developers, Shadow Elks, is currently producing a new point 'n click adventure game called In the Shadow of Time. Reminiscent of the great Monkey Island series, the game revolves around the adventures of a kid called Tadpole who accidentally destroys the world. Feeling slightly guilty about bringing about the end of humanity, Tadpole sets off on a jaunt through history to put right his mistake.

As you can see from the screenshot it looks to be a pretty impressive debut. The only technical specifications currently available for the game indicate that it will need a 68020 processor or higher, AGA 3.0 and 1 to 1.5Mb. For more details check out Shadow Elks' Web site at: http://home1.swipnet.se/~w-10724/IST.html








## Foundation

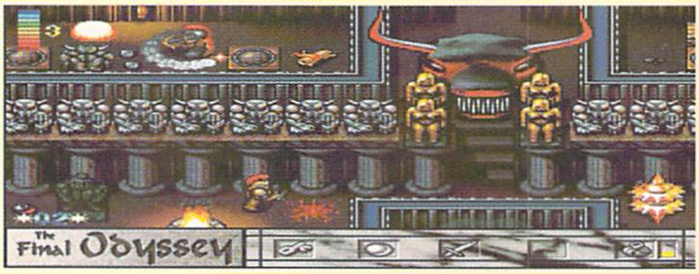
Medieval Settlers/Civilisation type real-time strategy game Foundation is nearing completion. The latest screenshots suggest it is going to be a thoroughly impressive product. Some technical specifications have also emerged from the developers; the game will apparently require an AGA chip Amiga with at least 4 Mb of FastRam. It will include sampled speech and sound effects as well as an option to play against a human or computer controlled opponent.




## Final Oddessy

Vulcan continues to dominate the Amiga games market with the announcement that Peter Spinaze's Final Oddessy will be developed and released as soon as possible. Peter was apparently looking for a developer for the game until it was snapped up by Vulcan.

Details are still rather sketchy but it appears that it is a puzzling action adventure and, from the graphics, looks as if it is going to be a real gem.




## Myst

The Myst saga is now drawing to a close with the announcement that ClickBOOM has acquired the rights to the best-selling adventure game, Myst.

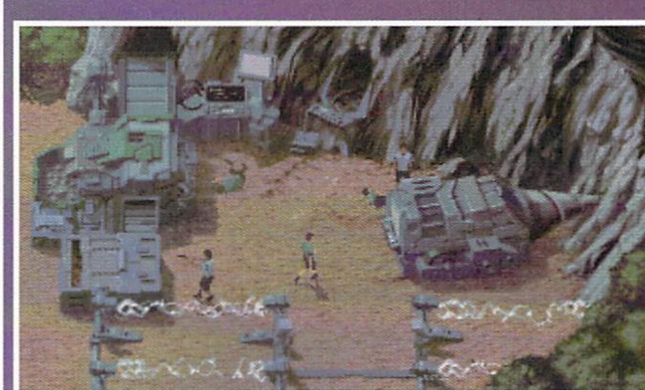
The game, originally produced by Cyan/Broderbund, proved to be a huge hit when released for the PC and Mac. An Amiga port of the game was posted on the Internet last year which, despite being totally unofficial, raised considerable support for a release of the game on the Amiga platform.

Myst will require a pretty high spec machine to run it but the quality of the game promises to be superior to the PC and Mac version. ClickBOOM, also responsible for the excellent Capital Punishment, promises to bring more big titles to the Amiga community if, as expected, Myst proves to be a success.

## Wasted Dreams

Another Vulcan title is ripe for release: Wasted Dreams, an action adventure game, is in a similar vein to HellPigs. Available on a monstrous 12-14 disks, the game mixes arcade action with over 300 animations.

Each of the characters have their own distinct personality and the 10 huge playing areas can be explored using the game's eight-direction scrolling. A further feature allows two players to either work together or compete in a death match. Check out the Vulcan Software slideshow on its Web site.



ACTION REVIEW
SYSTEM PREVIEW

# It's a MYS

**This month ClickBOOM has finally announced that it will be bringing out Myst, the best-selling PC CD-Rom game on the Amiga. Hugh Poynton takes a look at the long convoluted tale that is the story of Myst**



*One of the many beautiful screens*

After months of uncertainty, the Canadian based Amiga games company ClickBOOM has announced it will be developing and selling Myst for the Amiga. Coinciding as it does with the release of the AmigaQuake patch on the Internet, this announcement represents a huge boost for the Amiga gaming world. However, the story of Myst goes back much further than ClickBOOM's announcement last week.

The story of Myst's conversion to the Amiga has been shrouded in uncertainty and controversy for months.

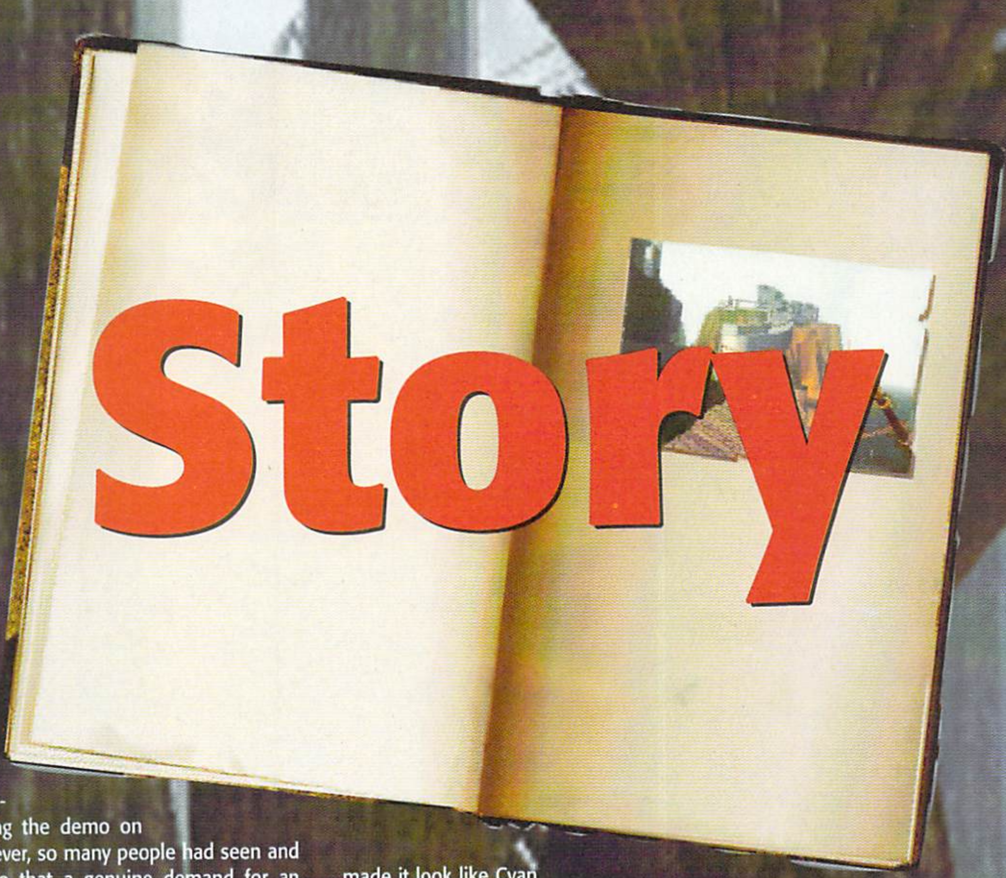
During the summer of 1996 a team of non-profit making Polish developers released onto the Internet a demo of an extremely accurate but totally unofficial version of Myst, a game which had proven to be one of the best selling CD-Rom games on the PC and Mac. Amazed that an Amiga specific demo was available for the platform at a time when things were looking pretty bad for the machine, thousands of Amiga owners downloaded the demo from Aminet. Impressed with the demo and under the impression it was genuine, many people tried contacting Cyan/Broderbund to get hold of a full version of the game, only to find that the demo was a fake.

Upon learning of the illegal port, Cyan/Broderbund



*Amiga Myst should support 16 million colours*

# T Story



moved quickly to stop Aminet and various magazines distributing the demo on coverdisks. However, so many people had seen and played the demo that a genuine demand for an Amiga version was apparent. To try and assure Cyan of the support for the project to officially port the game to the Amiga, the Amiga community inundated the company with e-mails and letters.

Viscorp learned of the port and the huge support for an Amiga specific version of the game and released a statement. The matter quickly turned into a debate as to the financial and practical viability of bringing out major new releases on the Amiga. Jason Compton, Communications Manager at Viscorp went on record as saying:

*"At Cyan's public request, I contacted the company about the possibility of doing a Myst Amiga port. As most of you know by now, the issue came up in the first place when an extremely accurate, but fake, demo was placed on Aminet".*



*"Cyan's concern is not the development of the game - if it winds up doing it, it'll get Amiga-knowledgeable programmers to do the development. It is concerned with how many units it can sell. Cyan also wanted to know where the platform was going - were we still going to sell machines? Were we going to develop new technology? Both answers were yes.*

*"So now it needs to think about it for a while. I'll be in contact next week to see if there's anything else it needs in order to make the decision. (note: Please don't suggest we finance it. Cyan's sold HOW many million copies? Now, a bundle, that's another story...)".*

According to Cyan/Broderbund, the main obstacle to the development of Amiga Myst was technical, rather than financial. Upset that Viscorp's statement made it look like Cyan was just out to make a fast buck, Cyan/Broderbund retorted with a statement placed on the newsgroups.

*"...The last thing you need is another company's product that cannot run properly on your machine - new or old. And what about the sequel to Myst? If we convert Myst will your current machines run it given the hardware/software requirements of Cyan? Or, will it only run on the rumoured 'new' machine? Will it require you to do a major upgrade to your current hardware? If so, is it worth it for one program? We are looking for answers from those who have worked with the Amiga for years. I have spoken to many and am slowly receiving serious, co-ordinated, organised information from current developers. Honestly, we have not kept up with Amiga."*

*"I'm simply looking for answers, not dollars, as suggested by Mr. Compton. Cyan's primary interest with all our products has been, and will continue to remain, product quality and customer satisfaction. A cliché perhaps to some, but when your product doesn't work, we have always been there to support, replace or exchange it or refund your money if you don't like it. That's my job. It's Cyan's job".*

The solution came in the shape of Canadian based Amiga games company ClickBOOM. With an enviable reputation gained from the release of its excellent debut game, Capital Punishment last November (considered by many to be the best game produced for the Amiga), the company is in a perfect position to bring the game to the Amiga community.

Penned for a late spring/early summer release, Amiga Myst promises to match if not actually surpass PC and Mac versions. It will require a machine with an absolute minimum of 4Mb of FastRam and an 030 processor, the game will include full video board enabling it to run in 16 million colours on a high spec Amiga, as opposed to 256 on a PC or Mac.

If Myst is as successful as expected on the Amiga, ClickBOOM has announced it will bring out more big games titles. They also believe that if Myst does well, there is a good chance some of the software companies that abandoned the platform in recent times will be lured back. All in all, the release of Myst for the Amiga could be more than just a new title for the format, it could herald the revitalisation of the Amiga games industry.



**Graphics should be better than the PC or Mac**

# Game of tw

**Tired of getting beaten up by Portuguese police and locked in Turkish jails? Worry not, enjoy the thrills and spills of the world of football from your armchair. Guildhall is bringing out a couple of excellent footy games to cater for all tastes - the brand spanking new Euro League Manager and the classic FIFA International Soccer. Hugh Poynton investigates**

## Euro League Manager

To complement its range of excellent Electronic Arts and Microprose rereleases, Guildhall Software has bought up a few new titles from smaller companies such as Binary Emotions and Manyk. Euro League Manager is the latest of these brand new Amiga titles. With Championship Manager 2 seemingly festering away in some dank dungeon of Eidos Interactive, Euro League Manager has found itself without much competition. Which is pretty fortunate as Manyk's management sim is something of a curates egg.

Euro League Manager does have its good points; as the name suggests it focuses on the football teams of three European countries rather than the usual one. In addition to this you can play in a fantasy league and use scouts to find cheap but talented players. The fact that each league is different does add some variety to the game. Those well versed in the ways of football will know that each league in which you manage a team varies greatly from the others. Your opponents are different and the strategies and tactics that you might have relied on in one league will no longer be quite as successful.

Another strength of the game are the little innovations that Manyk has thrown in. As far as I know there aren't that many other games that allow you to use a talent scout to find new players. Transfer deals are made more interesting as the game includes a feature that allows players to be transferred using part exchange deals so your wheeling and dealing can be made that bit more efficient and hard nosed.

However, despite these pleasing touches, there are a few things that let Euro League Manager down. Unfortunately, Manyk had a tough time trying to get permission to use the names of players and cup competitions for the game. This means that if you manage your favourite team, the proper players will not be present. Although on the surface this may be a trivial problem, it does detract from the realism of the game. Manyk has included an editor so you can change the names of players in the various leagues, but to do this for every player in your chosen league would take quite a while.

Another let down is the graphics. Although bright and cheerful, the game just seems to lack the crisp, pleasing graphics of Championship Manager and the preview versions I have seen of Championship Manager 2. Call me a nit picker but the main screen, the inside the manager's office, isn't drawn properly - the perspective is wrong and it looks, well, wonky.

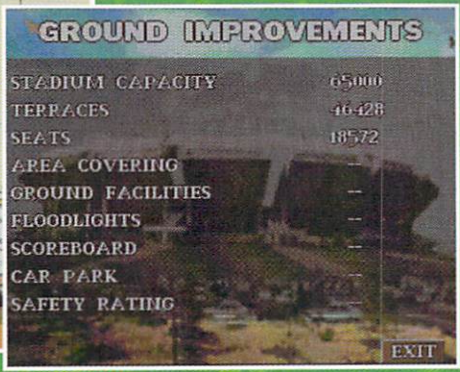
To be fair, Euro League Manager looks like the sort of game that will appeal to footy sim fans and will be a useful addition to any management buff's game collection, especially as you aren't limited to managing an English Premier League club. If you are less of a pedant than me and can ignore the annoying little drawbacks, you could do worse than giving Euro League Manager a go.




Goooooooaaaaaallllll




no caption written for this one HUGGY get your finger out and write one will Ya!!




Classy stadium

## THE LOW-DOWN

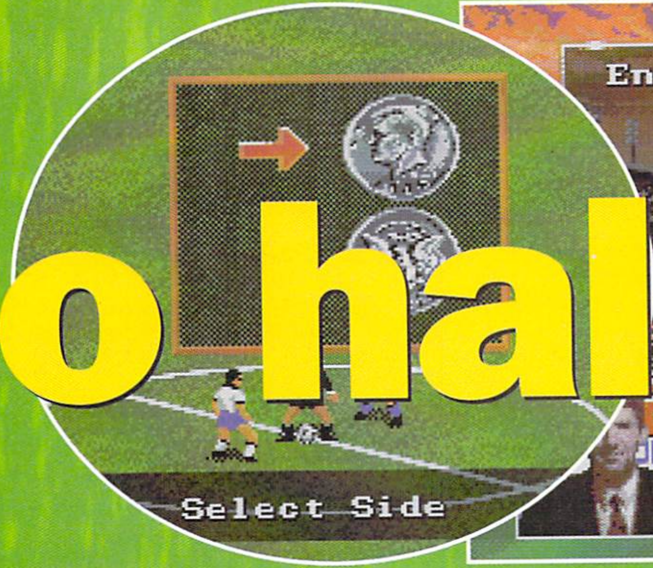
| | |
|---|---|
| PUBLISHER | Guildall Leisure |
| DEVELOPER | Microprose |
| HD INSTALLABLE | Yes |
| PRICE | £14.99 |
| SUPPORTS | All Amiga |

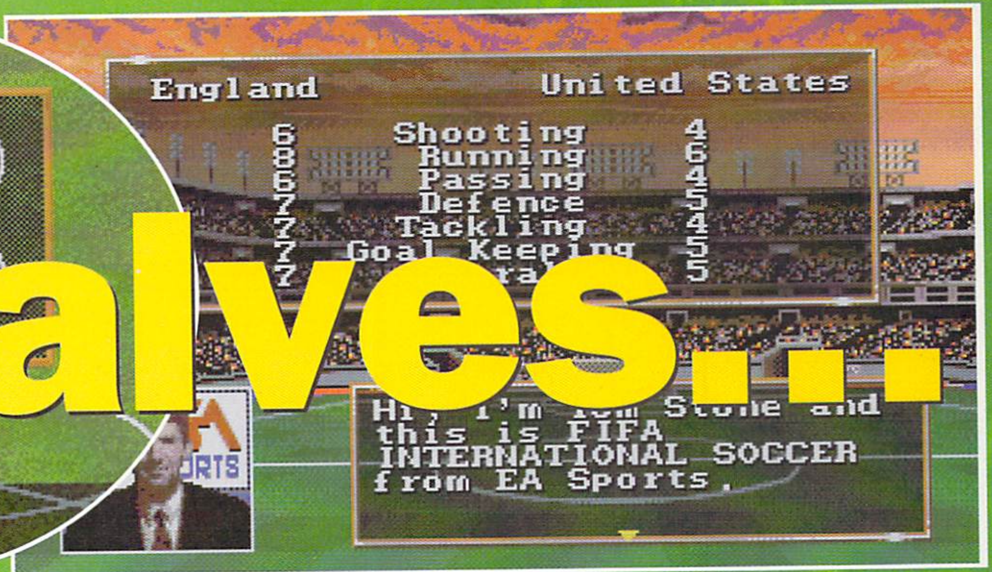
| | |
|---|---|
| GRAPHICS | 74% |
| SOUND | 70% |
| PLAYABILITY | 74% |
| DIFFICULTY | Tricky |

**OVERALL SCORE**

**72%**

# o halves...




Hello Tom Stone

## FIFA International Soccer

FIFA International Soccer was released nigh on three years ago and graphically it surpasses anything that has been released since. The action is viewed from an isometric point of view that suits the game well and it looks like the console adaptation that it is.

However, be warned it's like trying to watch any major sporting event on American television. After every goal you are bombarded with bloody adverts. Boomf, a goal goes in and for the next few seconds it's, flash, flash, flash, buy Adidas Predators (the footy boots that allowed rich kids to cheat at football by having half a car tyre glued to the front).

This aside, I really like the game. The sprite size is pretty large meaning that you can see the little men weaving their magic in good detail. I've played soccer games before where the players are so diddy that you can hardly even tell which way they are facing. Another attractive feature about the game is the fact that the players don't run about like a cocaine fuelled Paul Merson. When you get quite practised at the game you can actually control it well, chipping and passing the ball from player to player.

FIFA is blessed with tonnes of options and features. There are options to change the weather and pitch type, you can play in league, tournament and exhibition matches and you have the option to play the game in an action or simulation mode.

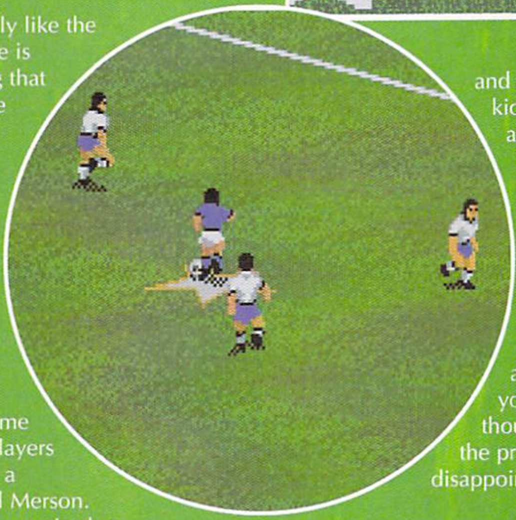
As in most footy games, you can dictate the tactics that the team use; long or short ball or with an emphasis of attack or defence. The amount of moves available is also pretty impressive - back passes, headers and overhead kicks can all be attempted. The only problem really worth mentioning is that sometimes the action can be a little slow and it doesn't really match Goal! or Sensi for adrenaline thrills. If you're a footy fan though, take a look, for the price you will not be disappointed.




Mmmm, pretty...




Where is the f****** ball?
England vs USA






It's the all star team, ha, ha

## THE LOW-DOWN

| | |
|---|---|
| PUBLISHER | Guildall Leisure |
| DEVELOPER | Guildhall |
| HD INSTALLABLE | Yes |
| PRICE | £14.99 |
| SUPPORTS | All Amigas |

| | |
|---|---|
| GRAPHICS | 84% |
| SOUND | 80% |
| PLAYABILITY | 78% |
| DIFFICULTY | Easy |

**OVERALL SCORE**

**84%**

# Spaced Ou

*In case you've been living on Endor for the last month, you will be aware that the Star Wars trilogy is being re-released this Spring. This has brought about a weird regression among almost the entire population. Adults are cueing to see it, booking weeks in advance and fathers are dragging their kids to see the film they were blown away by back in 1977.*

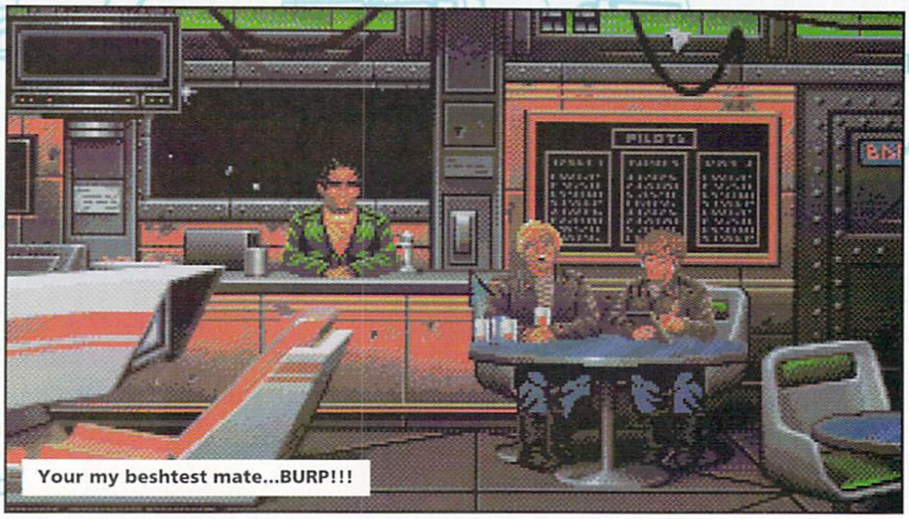
*I went to Hamleys in London last weekend and the place was packed out with adults playing with Darth Vader voice masks and remote control ATAT walker and then went on to a party where the conversation turned to a debate on whether Star Wars was more spiritual than Star Trek. Strange. I personally think sci fi is very closet. Like homosexuality decades ago, people are a little coy about showing their true colours.*

*This spring however, should see an explosion of the 'say it loud, I'm sad and proud' sentiment. To celebrate the re-release of Lucas' masterpiece, I'm going to round up the creme de la creme of space games, both old and new and (fittingly) from the future...*

## Wing Commander

First up is the venerable Wing Commander, the first in a run of four Wing Commander games that have become a refuge for has-been actors - the games now star Mark Hamil and Indy's fat bearded friend from Raiders of the Lost Ark.

Guildhall Leisure has just released the first in the series. Though lacking in FMV and gourade shading, the game retains the playability of the later releases and sets the scene for the entire epic story. The year is 2664 and for the past 25 years earth has been facing an Alien menace called the Kilrathi. These alien brutes look something like lions and communicate using pheromones (they sniff each others bottoms?). You are a starfighter pilot aboard Earth's last hope, the Terran carrier, Tiger's Claw.



Your my beshtest mate...BURP!!!

Accompanying you is the usual complement of amusing hotshot characters; the maverick type loose cannon on deck whose casual disregard for regulations often lands him in trouble; the hard-as-nails but fair leader; the cool, faultless and slightly anally retentive Iceman character and so on.

Your commanding officer seems intent on pairing you up with insane wingmen and women. In the early missions you fly with a Japanese bimbo who asks questions such as what should we do if we meet the enemy? (erm, shoot them perhaps?). Then you are lumbered with a sexually frustrated Scotsman who insists the enemy 'keep catching me with ma kilt doon'. Still it adds to the fun. These wingmen aren't just for show, through a communication system you can get them to carry out certain orders. This is an invaluable tool because it adds an element of tactical play into the game. If you're up against heavy enemy fighters with good shields, order your wingman to attack the same target and you'll wear him down faster. If there are swarms of light fighters, get him to attack other targets. These decisions can make the difference between being blown up and surviving.

Your job is to undertake a series of missions against the furry foe including patrols, escort duties and raids against their capital ships. Although the graphics are a little ropey and the bitmap representations of the ships look pretty dated, you find yourself ignoring the




**Many of the characters in Wing Commander seem to enjoy stating the painfully obvious.**




All apart from the fact I'm upside down, this is a perfect landing...




# ut

***Star Wars is on general release and the force is flowing. To celebrate, Hugh Poynton looks at the brightest stars in the space game world***



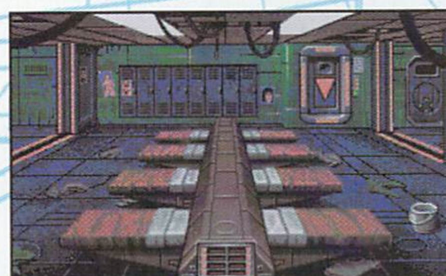
Moving in for the kill.

shortcomings and getting involved in the game. The Kilrathi fighters are tricky buggers to shoot down and you've really got to concentrate when dogfighting.

Navigating between points is also pretty tricky as asteroids keep getting in the way. These all spin off in different directions so picking your way through can be something of a headache. It's difficult to work out whether this adds to the game or just makes it totally infuriating when you manage to shoot down loads of baddies only to get swatted by an asteroid.

However, if you do actually manage to complete a mission, more missions and ships will become available to you. The structuring of the game is excellent and as you play a story seems to unfold. You climb the rank and squadrons and fight the good fight as the cat people get more and more lairy. Your progress in the game actually reflects on the course of the intergalactic war. If you win a couple of major battles, the Kilrathi may be pushed out of a star system.

This game shows its age and the graphics leave something to be desired but it is still a damn good game which involves the player to such a degree it is damn near impossible to stop playing. In my humble opinion, Wing Commander grows on you faster than acne after washing your face with lard.



The very cosy sleeping quarters.

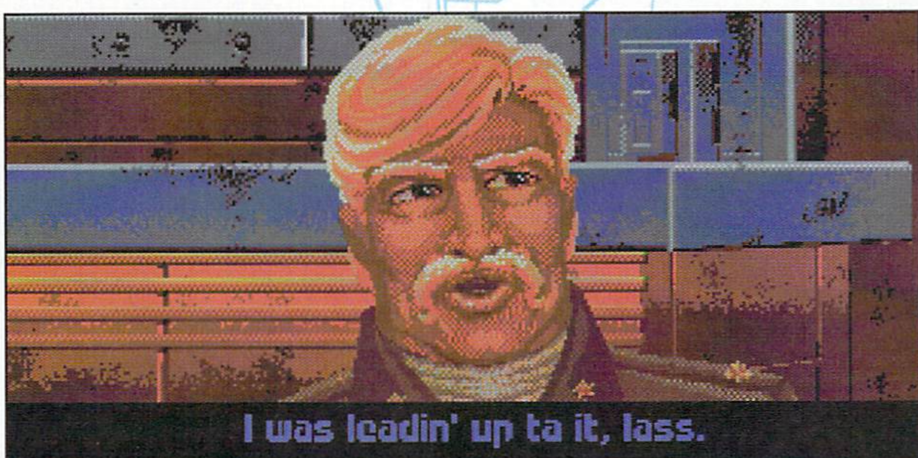
## THE LOW-DOWN

| | |
|---|---|
| PUBLISHER | Guildhall |
| DISKS | 3 floppies |
| HD INSTALLABLE | Yes |
| PRICE | £9.99 |
| SUPPORTS | All Amigas |

| | |
|---|---|
| GRAPHICS | 70% |
| SOUND | 80% |
| GAMEPLAY | 95% |
| DIFFICULTY | Average |

**OVERALL SCORE**

**90%**



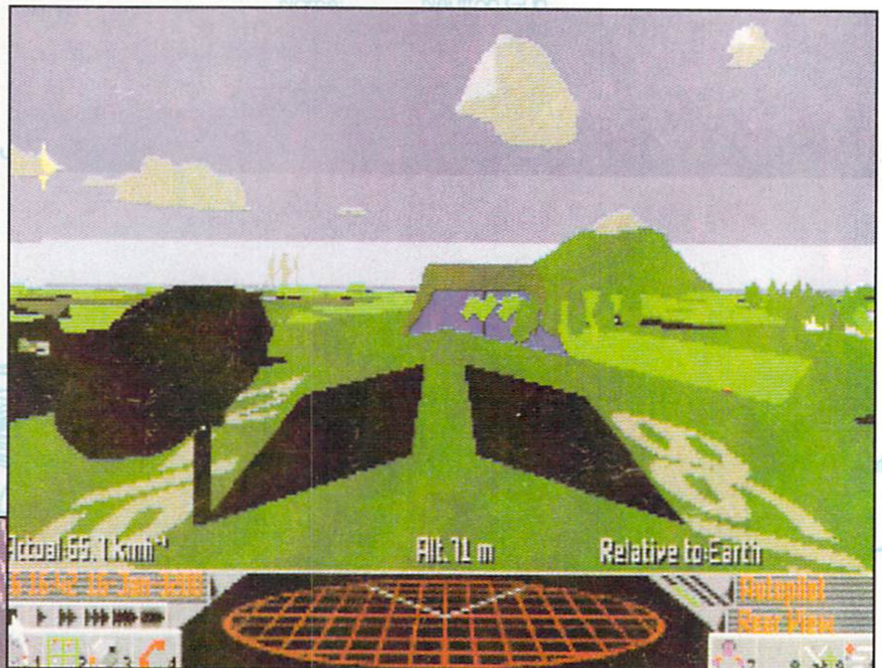

Your scottish wingman fortified with special brew.

# Elite Frontier II

If you want a slightly more cerebral game, why not try the classic Elite Frontier. When the original Elite came out for the BBC in its full wire frame glory back in the mid 80s, it captured the first true generation of computer gamers - people who probably now spend a fortune on PlayStations and N64s.

The graphics were pretty good (for a BBC) and you could get engaged in some excellent space battles. However, the true glory of Elite was its sheer depth of play. The game offered almost unlimited freedom and could be adapted to suit the player. You could be a mercenary, a warrior or a no good smuggler shipping tonnes of hash and contraband guns about the solar system.

In the original Elite there were eight galaxies and a less than a thousand planets. In Dave Brabens sequel there was admittedly only one galaxy, but it contained 2 hundred million stars with thirty thousand inhabitable planets. This huge play arena is divided between two monster political entities - the Federation and the Empire. Your task is to make as much money as possible either through your own duplicitous skulduggery or in the employ of these super powers.




**The detailed planet surfaces are a real bonus - specially as there are about 30,000 of them.**




**CLANG, CRASH,... Captain Poynton reverses in to a space station.**

As you can see the graphics were absolutely stunning - at the time possibly the most detailed polygon models ever seen on an Amiga game. Weapons are visible on pylons underneath the ships wings, buildings are visible beneath the bio-dome of cities with names like Birmingham City and the space stations look amazing.

Unlike Wing Commander, you are not fighting the good fight, you're just out to make as much cash as possible. You can adapt the game to fit your mood, be a shifty drugs smuggler and give the interplanetary coppers the run around or be a stalwart citizen of whichever political entity you choose. Whatever, the freedom of gameplay and excellent graphics will impress, especially when you consider the game is four years old.




**Look at the detail on this screen shot - numbers on space stations, weapons slung under the ship...**

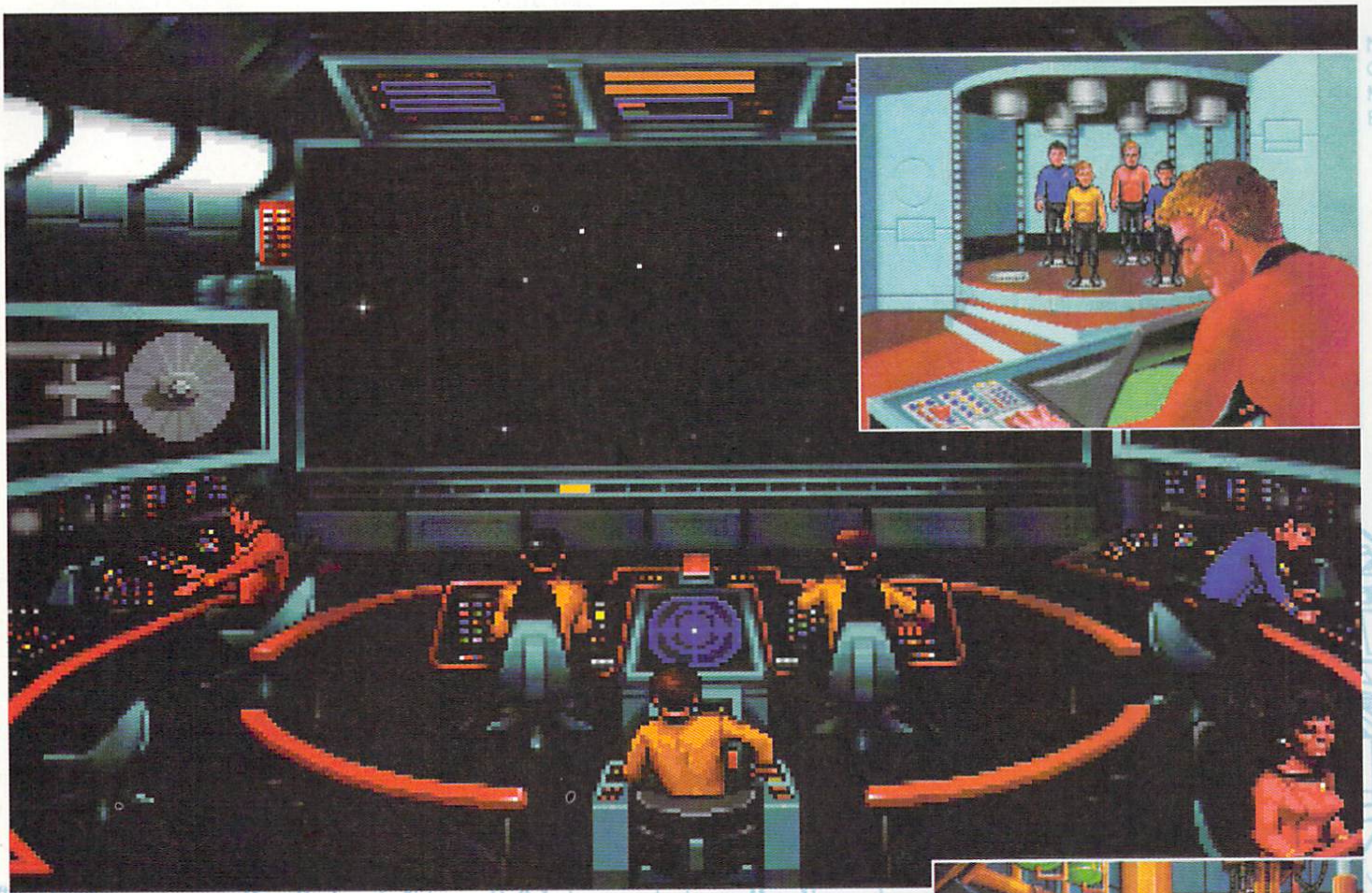
## THE LOW-DOWN

| | |
|---|---|
| **PUBLISHER** | Direct Software |
| **DISKS** | 2 floppies |
| **HD INSTALLABLE** | Yes |
| **PRICE** | £18.99 |
| **SUPPORTS** | All Amigas |

| | |
|---|---|
| **GRAPHICS** | 90% |
| **SOUND** | 80% |
| **GAMEPLAY** | 85% |
| **DIFFICULTY** | Easy |

**OVERALL SCORE**

**85%**



Can you be smug enough to play Captain Kirk?

# *Star Trek: The 25th Anniversary*

OK, so not the most original of titles but a pretty decent game nevertheless. I am of the considered opinion that Star Trek is actually alright when they blow things up. The poncey arsed Prime Directive serves only to make 60 per cent of the episodes boring and unwatchable - with tedious sub plots involving Data or Spock searching for their emotions/sense of humour/libido. When they kick ass though things pick up. This game lets you tear through the universe, blowing up space ships and telling those stupid backwards colonies in the far reaches of the solar system not to be so primitive.

Star Trek: 25th Anniversary takes you back to the halcyon days when William Shatner had real hair and Scotty wasn't a lard ball. You control the characters via a point and click system which is thankfully very easy to pick up. Each character has a number of roles, each of which is highlighted when the mouse passes over them. Kirk gives the orders and leads the parties, Sulu manoeuvres the ship into orbit, Chekov fires the phasers and Scotty keeps you informed of your impending doom.

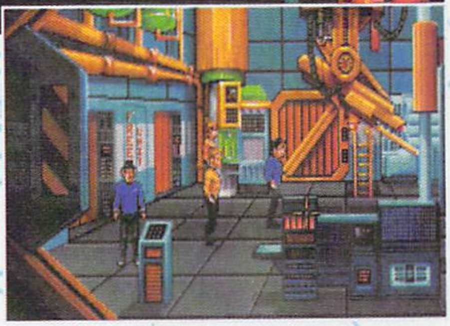
The strength of the game is its balance of story line and scrapping. The Monkey Island Style point'n'click system really lets you get immersed in the game, and with all the excellent, slightly cheesy pioooyng sound effects you will find the game good fun, but rather embarrassing to play in public. You can use diplomacy and tact to charm planets inhabitants into giving you information and help or you can be totally offensive to them just like you always wished they were on the TV programme.

For me, the scrapping scenes are the highlight. Using the mouse to steer the ship, and with a choice of phasers and photon torpedoes, you can attempt to blast the crap out of your foe. You can watch the action from the bridge or the whole screen and some of the battles can be epic, with volley after volley needed to defeat the enemy ship whether it be a Romulan warship or a space pirate. All in all, good, unadulterated spoddy fun.

Where the game particularly wins out is the fact that it does combine intelligence and fun quite effectively. You have to use your grey matter to complete most of the missions but they don't become tedious or boring.

Unfortunately, Star Trek, 25th Anniversary is quite difficult to get hold of nowadays but, getting in contact with mail order companies can often yeild good results.

All in all, good, unadulterated kitsch and spoddy fun.



Extra bloke in the red jersey - watch out - you normally get captured/eaten/vaporised.

## THE LOW-DOWN

| | |
|---|---|
| **PUBLISHER** | Interplay |
| **DISKS** | 8 floppies |
| **HD INSTALLABLE** | Yes |
| **PRICE** | £TBA |
| **SUPPORTS** | All Amigas |

| | |
|---|---|
| **GRAPHICS** | 90% |
| **SOUND** | 90% |
| **GAMEPLAY** | 86% |
| **DIFFICULTY** | Tricky |

**OVERALL SCORE**

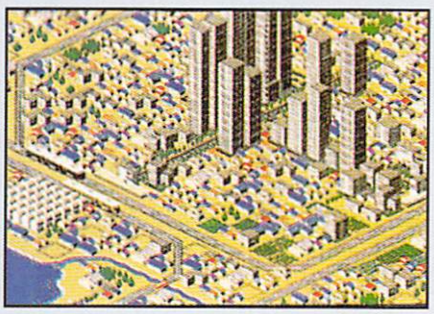
**88%**

# ACTION REVIEW
## A – Z TIPS

# Dirty Rotten Scoundrel's Cheat Page



**Hellllo. Slot another Dunhill in your cigarette holder, mix another gin and tonic and settle back with a sly grin on your face. Being a bounder and a cad I never do anything honestly, I have a different dolly bird every week and I cheat at computer games. Take advantage of my worldly knowledge if you like. I think you'll find that no other magazine has quite so many hints and tips, or such a handsome rogue with pencil thin moustache. This month, A to D...**



## A-Train

Any time you're strapped for cash, type "CHEATERCHEATERWIMP" for an instant $50,000,000.

## Action Fighter

When asked to enter your name, type "ZBACKDOOR". You will now have infinite lives and energy.

## Addams Family

***Secret Rooms***

Get yourself an extra four lives whenever your game is finished by walking past the continue door to the left. Here you'll find a secret room where you can collect your extra lives.

***Passwords***

First Power-up "&1#1#" | "L1191"
Extra Energy
Second Power-up "?1S1M" | "61H1C"
Rescue Pugsley
Third Power-up "BLSRS" | "B&198"
Rescue Granny
Pugsley "V121B" | "B?KKV"
Rescue Fester
Wednesday "VD2RL" | "BLS1T"
Rescue Wednesday
Granny "V&YKW" | "#Z6D?"
Game Ending
Fester "VL#R4"

***Starting Locations***

"&1Y1M" three hearts (after the big tree)
"?191D" Hearts (after fridge in kitchen)
"B919D" 5 hearts (after conservatory)
"V1S14" Pugsley (games room)
"V919B" Fester (picture gallery)
"BG9K&" Wednesday (crypt)
"BLJK#" Granny (kitchen)



## Alien Breed

Soup up the game using the cheats those cheeky Team 17 chappies wrote into the game. Log onto the Intex computer on deck two and type any of the following:

- "I CANT BE ARSED TO PLAY THE FIRST LEVELS" will take you to level three
- "MANCHESTER UNITED CANT FLY AIRPLANES" will take you to level six
- "SHINE ON YOU CRAZY DIAMOND" shows the ending
- "OH GIMME SOME KEYS IVE GOT A HARD ON" will give you infinite keys
- "I AM IMMORTAL OR SUMMAT LIKE THAT" will make you invincible
- "IS IT TRUE THAT THE ALIENS SUPPORT MAN UTD" makes aliens weaker
- "PISSED AS A FART" will, rather pointlessly, reverse the joystick controls
- "THE IRAQIS MADE THE WEAPONS" results in the players weapons being duff
- "SALMAN RUSHDIE PLAYS ALIEN BREED" makes the player invisible
- "BEWARE ALIENS SPADGE HAS DROPPED ONE" scares aliens off
- "PITBULLS ON THE LOOSE" turns the aliens psycho
- "ALIENS ARE FAGGOTS" will give you infinite health
- "PUFFNUTS MODE" makes aliens slow and easy to shoot
- "BEN JOHNSON TRAINED THESE

ALIENS" makes aliens super fast

- "STEVIE WONDER" turns the screen purple
- "GURU TIME" will reset the computer
- "ST EMULATOR" makes the graphics duff
- "PC EMULATOR" disables the Intex Computer

You should hear a crunch sound when you've entered in the last letter of your cheat. There were some more, but they were just too rude to print - there may be ladies present...

## Alien Breed II (ECS & AGA

*Passwords*
"378829"Fifty keys
"736353"credits
"098654"Ten lives
"243433"Activates level skip
(Use 'N' during play to skip levels)

***Level Codes***

| | |
|---|---|
| 02 | "353828" |
| 03 | "108383" |
| 04 | "370101" |
| 05 | "982822" |
| 06 | "847464" |
| 07 | "737373" |
| 08 | "928112" |
| 09 | "267364" |
| 10 | "193831" |
| 11 | "090921" |
| 12 | "309383" |
| 13 | "101221" |
| 14 | "103992" |
| 15 | "998112" |
| 16 | "125332" |
| 17 | "091233" |

## Archer M's Pool

To reveal the ability of the players you are up against type "VF12" while in trickshot mode, then go to demo mode to find the new menu. Select two players to make the computer play itself, then wait. Hey presto - test the metal of your opponents.

## 'Allo 'Allo

A simple cheat to access any of the first five levels is to type "BASH STREET KIDS" on the title screen. Whilst playing you will be able to press keys '1'-'5' to skip to levels one to five.

## Breathless (v1.1)

| | |
|---|---|
| 1.1 | N/A |
| 1.2 | "181CEICWL13PGOQW" |
| 1.3 | "181C8VWGMQ3PGOQV" |
| 1.4 | "181CUBW2NN3PGOQQ" |
| 1.5 | "181A59KMOMVPGOQP" |
| 2.1 | "181A59NMH5RPGOPD" |
| 2.2 | "181A59JSIURPGOPG" |
| 2.3 | "181A59KCKPNPGOPF" |
| 2.4 | "181A59M6TSFPGOPA" |
| 2.5 | "181A59M8TSFPGOP9" |
| 3.1 | "181A59KMV63PGOPT" |
| 3.2 | "181A59KOV63PGOPW" |
| 3.3 | "181A59M2W6RPGOPV" |
| 3.4 | "181A59OWPFBPGOPQ" |
| 3.5 | "181A59IW5CBPGOPP" |
| 4.1 | "181A59I21TDPGOSD" |
| 4.2 | "181A59L44U9PGOSG" |
| 4.3 | "181A59NAF5DPGOSF" |
| 4.4 | "181A59NCF5DPGOSA" |
| 4.5 | "181A59H6G85PGOS9" |




## Bubble & Squeak (AGA)

| | |
|---|---|
| "HEFSBEER" | for nine guys and nine hearts |
| "MAXIBABY" | for a new difficulty setting |
| "BUTTHEAD" | for infinite hearts and lives |
| "WHOCARES" | for a message from the programmer |

## Civilization (ECS & AGA)

Pressing 'ALT-R' will randomly change the personality of the computer leader.

To get the denizens of your settlement to speed up their activities, give a settler a command such as 'r' to build a road and select the settler again with a mouse. Repeat this until the road is complete. This will also work with all settler commands like 'p' to clean pollution, 'm' to build a mine so that you can build things in a single turn.

If you own an early ECS version you can have find a complete world map by pressing 'SHIFT' and '1234567890T'.



## Colonization

A simple cheat is to name your settlement "Charlotte". This will allow you to see all maps instantly, see other European ports, check other county's statistics and gives you $50,000. When you access other European ports you can spend all their money.

## Championship Manager 93/94

Select New Game, Tranmere and Arrogant. Call yourself "Mr Bulgaria" and you will suddenly have 34 million quid to spend.

## Cannon Fodder II

Go to the save game option and when the game requests a name, type "JOOLS". Cheat mode active will flash at the bottom of the screen and the ranks and abilities of your men will have increased.

## Desert Strike

By typing "HARDCASE" you can get yourself unlimited weapons, but low armour.

| *Level* | *Codes* |
|---|---|
| 2 | "BQQQAEB" |
| 3 | "KLJLTOE" |
| 4 | "WEIVVJT" |
| END | "ONKKQKF" |

"BQQQAEZ" will automatically put 10 rescued guys in you helicopter thus beefing your health points. When you run low on ammo press 'F10' or '0' to call up the map and press either again to go back to the game and you will find all ammo is restocked.

## Defender of the Crown

By holding down the 'K' key whilst the game is loading, you will start with 2048 knights.

## Defender of the Crown 2

When the game asks for passcodes, type:

| | |
|---|---|
| "GOATY" | for invincibility |
| "INCAS" | to replace inviso with smart laser in stargate |
| "ANDES" | to restore power when the laser is fired. |
| "RAVEN" | to activate the three |

following keys:

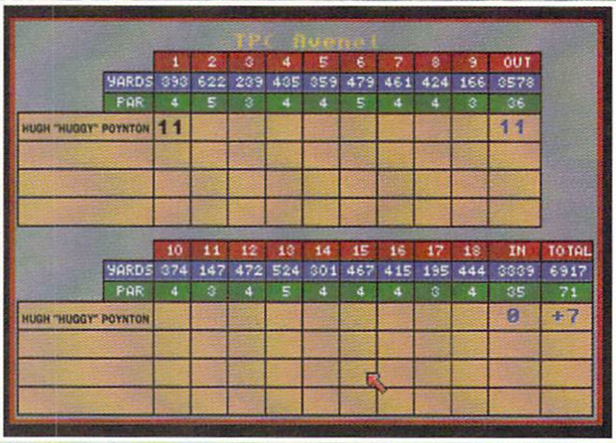
| | |
|---|---|
| "I" | Invincibility on/off |
| "N" | Next level |
| "D" | Fly auto pilot 23 levels |

*Level Codes*

| | |
|---|---|
| 01 | "START" |
| 05 | "FLOYD" |
| 09 | "FURRY" |
| 13 | "BEAST" |
| 17 | "LEMAC" |
| 21 | "ZIPPO" |
| 25 | "LASER" |
| 29 | "DAFAD" |
| 33 | "MAGOG" |
| 37 | "FUNKY" |
| 41 | "DONKY" |
| 49 | "KANJI" |
| 53 | "IRATA" |
| 57 | "NEURO" |
| 61 | "STOAT" |

# PGA TOUR GOLF™

**Multiple Mulligan expert Hugh Poynton takes a look at Guildhall's golfing re-release, PGA Tour Golf.**



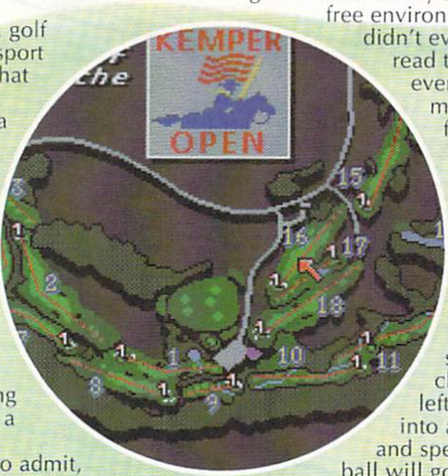
Seven over par, not a brilliant start



Perfect, a 250 yard drive up the course

They're strange things, golf sims. To me, golf is a sport not unlike cricket, in that it is very boring and requires hitting a ball a long way with a stick. As well as being boring, it also requires those participating in it to dress in red tartan trousers and lemon V-neck pullovers. (So what's the problem Hugh? – ED)

Mind you, after slagging golf for looking about as interesting as a Sunday afternoon at a garden centre, I have to admit, every time I've played on a golf game on the computer it's had a weird Zen like quality. I played Links Golf about five years ago on a lowly 286 PC and it was massively relaxing. You could chop your ball into the wide blue yonder and if you hit any sort of obstacle, it wouldn't be a problem. 'Looks like you've hit a tree, Jim' the slightly stoned commentator would mutter. The perfect way to clear your mind for half an hour. Maybe that's the attraction of real golf.




A stressful Friday morning seemed like the best time to try out Guildhall's re-release of EA's old PGA Golf Tour. I wasn't disappointed, the game was a totally stress free environment. I didn't even need to read the manual, everything was pretty much self explanatory - from the power bar to control the strength of your shot, to the par table to show your pitiful results.

This was a damn sight more playable than many golf games and tactics do matter. Get the swing wrong and you chop the ball off to the left or the right, fail to take into account the direction and speed of the wind and the ball will go way off course.

However, at the risk of offending anybody by maligning such a popular game, PGA Tour does have its drawbacks. The game is seven years old and looks it. The sky is rendered in a purple/blue shade, the colour you'd expect just as a rather bad thunder storm was about to turn the course into mud, and the grass looks it has been liberally coated in radioactive isotopes.



PGA Tour is a game you will either love to bits or not care for at all really. As golf games go it's one of the best - despite the ropey graphics, it does have a certain laid back playability to it. I could almost imagine it being the sort of game you wouldn't sit down to play, it'd be on while you were doing something else and you'd delve into it, take a couple of shots and return back to what you were doing. To do well in the game actually takes quite a lot of skill, so it is challenging enough to retain your interest for some time. If you're after a relaxing but engaging game, you could do worse than to pick up a copy of PGA Tour.

## THE LOW-DOWN

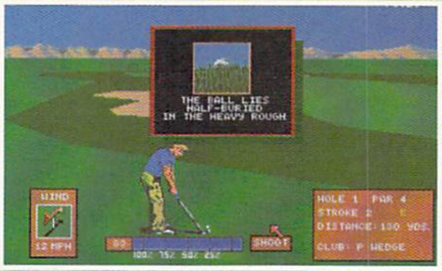
| | |
|---|---|
| PUBLISHER | Guildhall |
| DEVELOPER | Electronic Arts |
| HD INSTALLABLE | Yes |
| PRICE | £9.99 |
| SUPPORTS | All Amigas |

| | |
|---|---|
| GRAPHICS | 70% |
| SOUND | 75% |
| PLAYABILITY | 78% |
| DIFFICULTY | Average |

**OVERALL SCORE 75%**



Good shot sir!



Miles of beautifully tended turf and I land my ball in the shrubbery. Typical

It's your job to save this quaint provincial little land from the powers of evil

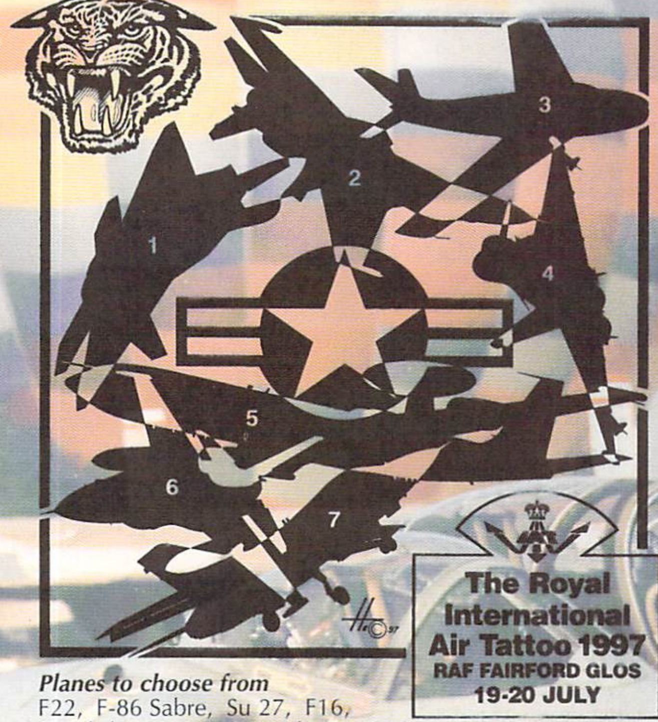
# WIN! Tickets to the Royal International Air Tattoo

On July 19th, the 1997 Royal International Air Tattoo will open its doors to the public. RIAT is the largest and most significant military air show in the world, attracting well in excess of 200,000 visitors and aircraft from more than 35 nations.

The Royal International Air Tattoo is staged each year to help raise funds for the Royal Air Force Benevolent Fund. Over the years the show has helped to raise over £3 million for the Benevolent Fund's charitable works.

RIAT 97 will include a 50th Anniversary tribute to the United States Airforce, an aerial display celebrating 50 years of supersonic flight and the 1997 Breitling Fighter Challenge. This pits top pilots from across the globe against each other using high tech helmet mounted simulation systems.

We have 15 pairs of RIAT 97 adult tickets to give away. To win, simply match the aircraft names to the silhouettes below.




***Planes to choose from***
F22, F-86 Sabre, Su 27, F16, Eurofighter 2000, Tornado F3, E3 Sentry

## ENTRY FORM

Name: ..........................................................................................

Address: ......................................................................................

......................................................................................................

......................................................................Postcode:..........................

I am aged ❑ 18-30 ❑ 31-49 ❑ 50+

**Aircraft 1 is**.......................... **Aircraft 3 is**.......................... **Aircraft 5 is**..........................

**Aircraft 2 is**.......................... **Aircraft 4 is**.......................... **Aircraft 6 is**..........................

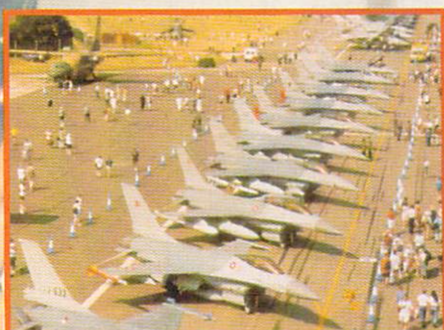
**Aircraft 7 is**..........................

**Send entries to RIAT 026 Royal International Air Tattoo Competition RAF Benevolent Fund Ents, PO Box 1940, Fairford, Glos GL7 4NA.**

**Entries to arrive no later than June 27.**

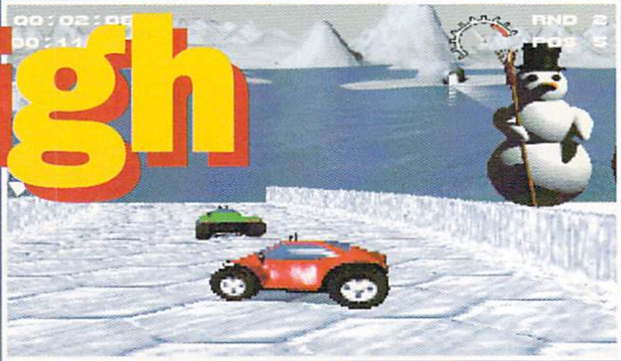
Data Protection Act 1984 From time to time the Royal Airforce Benevolent Fund may wish to send you details of other events and services which they feel may be of interest to you.

❑ Please tick the box if you do not wish to receive this information





# Flyin' High



Some of the Flyin' High Tracks are stunning - look at the shadows on the snowman in this grab

**We sneak a look at Epic's forthcoming combat racer, Flyin' High**

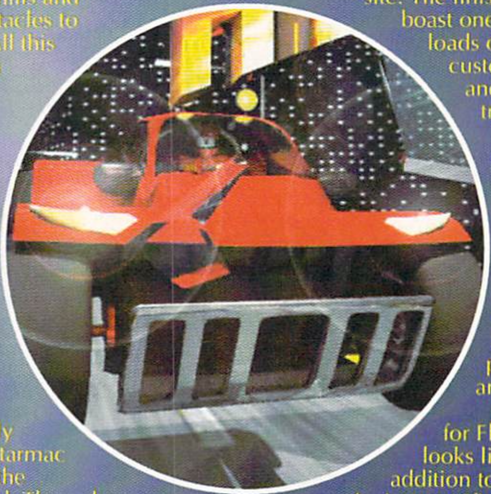


The desert stage

In the last few months Epic Interactive has launched a concerted effort to re-establish itself as a major player in the Amiga gaming world. By releasing tried and tested quality games such as Testament and Kargon from German manufacturers, Epic has been able to bring new titles to the UK safe in the knowledge that the games titles it is selling have already been successful on the continent. However, Epic is also taking a few chances on some brand new games. One of these games currently under development is the 3-D racing game, Flyin' High.

Flyin' High is a fairly straight forward arcade racing game. The aim is to muscle your way to pole position using your driving skills and a few well aimed heat seeking missiles. Rather than the usual boring flat circuit, Flyin' High offers you four courses chock full of jumps, dips, bridges and tunnels. The action takes place, not on a flat circuit but on convoluted tracks with tunnels, buildings hills and dips and other obstacles to hinder your task. All this lends Flyin' High a very fast moving arcade feel.

At this early stage the game looks very promising. The texture mapped graphics and little touches such as shadows, reflected light and flying sparks add to the game immensely. One feature I particularly like is the way the tarmac is textured to give the impression of speed. The only criticism I could make about the game at the moment is the fact that the steering is still quite sensitive. Although update patches have eased this problem to a large degree, putting the car into a spin or a skid is still annoyingly easy.



Many of the game's functions aren't available quite yet, but Flyin' High is under continuous development and patches are available from Flyin' High's support Web site. The finished version should boast one and two player modes, loads of powerups, customisations for the car and a wide variety of tracks.

Like many new releases for the Amiga, the system requirements for the game are relatively high. You will need an A1200/4000 with hard disk, Amiga OS3.0, 68020, 68030, 68040 or 68060 processor, AA-Chipset and 4Mb FastRam.

Keep your eyes peeled for Flyin' High, the game looks like being a worthy addition to Epic's new range of Amiga specific titles and a showcase as to how good games can look on an Amiga.



Claustrophobic action in one of the game's many tunnels



Why do you think they call it Flyin' High?

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